

NINTENDO  
POWER

THE ONLY GUIDE FROM

Nintendo®

# Pokémon



GOLD

version

SILVER

version

Complete Pokédex



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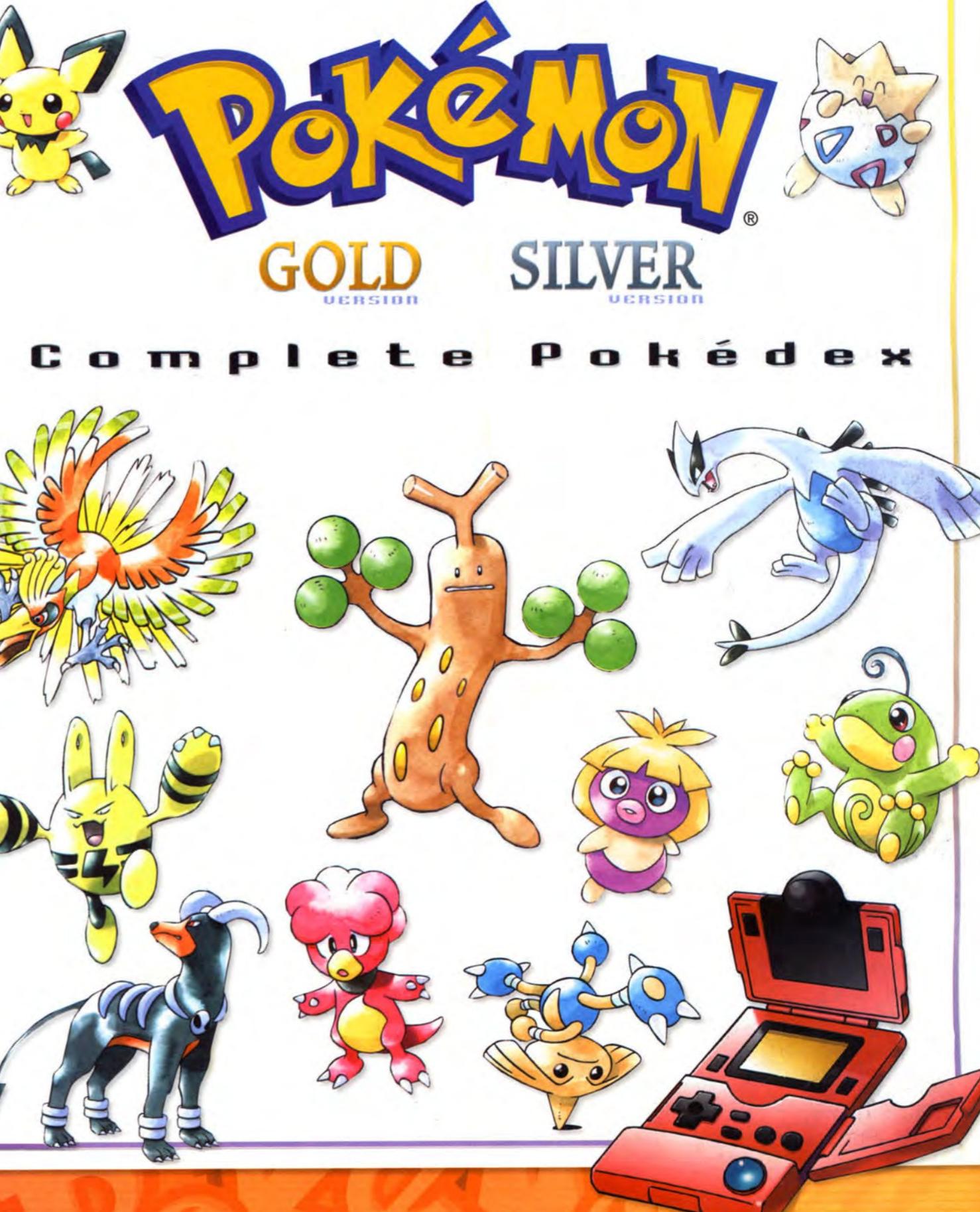
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The Pokémon Gold Version and Silver Version

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# Be a Pokémaster

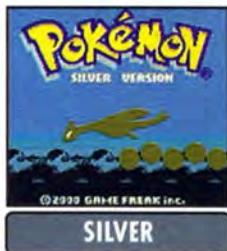
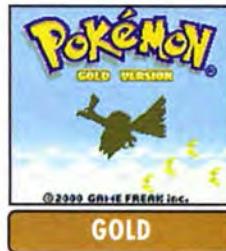
If you're reading this book, you're on your way to becoming a Pokémaster. You've probably finished Red, Blue or Yellow and maybe even Gold or Silver, and now

you want to know everything about each Pokémon, including its attacks, where to catch it and its evolutions. This book has all of that information—and more.



## Precious Pokémon Paks

Pokémon Gold and Silver are the latest glittering entries in the phenomenal Pokémon series that has taken the world by storm. The two games feature a new hero and story line and are filled with many new Pokémon in addition to most of the original 151 Pokémon from Red, Blue and Yellow.



## Morning, Day, Night

Time passes in Gold and Silver's world the way it does in your world. At the beginning of the game you'll be asked for the time of day and, later, the day of the week. If you set your game to the actual time and day of the week, it will be noon on a Tuesday in the game when it's noon on a Tuesday in the world outside the game. At 6 p.m., the sun goes down as day fades into night, and it gets darker in the game world. It becomes morning at 4 a.m., then day again at 10 a.m.



You will find Hoothoot only at night—never in the morning or day.



## Using the New Pokédex

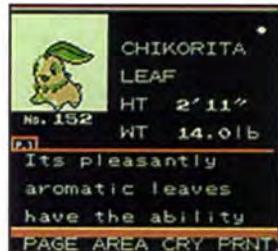
The Pokédex has been improved in Gold and Silver. It has three ways of displaying Pokémon. You can view the Pokémon in evolutionary order in the New Pokédex Mode, which has Chikorita displayed first. Pokémon are listed by official number in the Old Pokédex Mode, with Bulbasaur displayed first. In A to Z Mode, which is alphabetical, Abra is displayed first. You can switch modes at any time.



New Pokédex Mode



Old Pokédex Mode



The A to Z Mode may be self-explanatory, but the Old and New Pokédex Modes can be confusing. With all of those creatures to keep straight, nearly any system would be confusing!



## Catch 'Em All!

Hundreds of Pokémons populate Gold and Silver, and there are many different things you must do if you want to catch them all. You'll encounter some Pokémons in the wild as you walk through tall grass or Surf along the water, but other Pokémons must be hatched from Eggs or evolved from other Pokémons using Evolution Stones.



### WILD POKÉMON

Many Pokémons are found in the wild, lurking in the tall grass you encounter in many places. Occasionally, wild Pokémons will attack, and you can fight and catch them.



### SURF

Once you've learned to use Surf out of battle, you can glide along the water in many areas of Johto and Kanto. Wild Water-types may attack you as you're floating along the water.



### FISHING

Other Water-types can be hooked by the three fishing rods you'll pick up at various points in the game. When you get a bite, the hooked Pokémon will attack and you'll fight it.



### SPECIAL SITUATIONS

The Game Corners in Goldenrod City and Celadon City offer select Pokémons as prizes you can trade in your coins for. Several Trainers will trade for or give you Pokémons, too.

### EGGS

The pre-evolved forms of a few Pokémons are caught by hatching an Egg produced by at least one Pokémon of the same evolutionary chain. Pikachu is just one Pokémon with a pre-evolution.



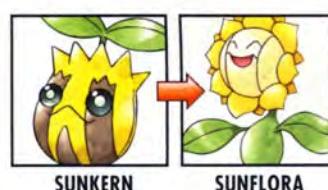
### LEVEL-UP EVOLUTION

Many Pokémons are evolutions of other Pokémons, and you can't catch them in the wild—you have to raise them until they evolve to the next Pokémon in the evolutionary series.



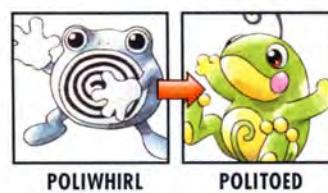
### STONE EVOLUTION

A handful of Pokémons require an Evolutionary Stone to evolve. Once you've won or been given a stone, you can use it on your Pokémon to evolve it to its next stage.



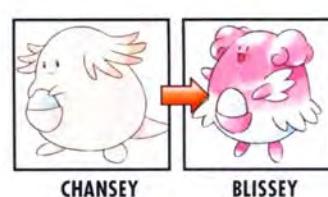
### LINK TRADE EVOLUTION

You'll need the help of another Pokémon player, a Game Link Cable and sometimes an item to catch some Pokémons. Trade the Pokémon with the item (if necessary) to catch its next evolution.



### FRIENDSHIP EVOLUTION

Perhaps the trickiest type of evolution is Friendship Evolution. If you treat your Pokémon with the utmost respect and care until it is very happy and very attached to you, it will evolve.



## Red, Blue and Yellow, Too!

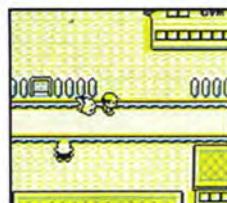
If you really want to catch them all, you have to play Red, Blue and Yellow, too. Some Pokémons, like Zapdos and Mewtwo, not to mention Bulbasaur, Charmander and Squirtle, don't appear in Gold and Silver but do appear in Red, Blue and Yellow. Once you have access to the Time Capsule in Gold and Silver, you can trade Pokémons to and from Gold and Silver and Red, Blue and Yellow. You can't trade new Pokémons or Pokémons with new attacks from Gold and Silver into Red, Blue and Yellow.



The Time Capsule will be available after you meet Bill in Ecruteak City.



but you can have one! Choose!



Your Pokémons from Red, Blue or Yellow can be transferred into Gold and Silver so you can have 'em all!

## Pokémon Combat Chart

While many pairs of opposing Pokémon are relatively evenly matched, the different Pokémon types all have weaknesses and strengths against various attack types. The chart to the right shows each Pokémon type's relative weakness to each attack type. Other factors, such as the attacking Pokémon's type and Critical Hits, also determine how much damage an attack will do.

**NORMAL** Physical attacks are listed in yellow.  
**FIRE** Special attacks are listed in blue.

Damage for + attacks	x2
Damage for Critical Hits	x2
Attack type/Pokémon Type match	x1.5
Damage for - attacks	x0.5
Damage for = attacks	x0



Your Attack Type

Opponent's Pokémon Type

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
FIRE	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
WATER	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
ELECTRIC	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
GRASS	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
ICE	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
FIGHTING	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
POISON	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
GROUND	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
FLYING	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
PSYCHIC	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
BUG	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
ROCK	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
GHOST	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
DRAGON	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
DARK	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
STEEL	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

## Attack Advantage

Dual-type Pokémon (like Water-and-Flying-type, Gyarados) can have a double advantage, since they boast two sets of characteristics. But they can also be at a double disadvantage if you pit the right Pokémon against them. In the example, Electric-type Pikachu boosts its Thunderbolt attack by 1.5 times since both the attack and the Pokémon are of the same type. The attack strength is then multiplied by two since Electric-types have an advantage over Water-types. But that's not all—Electric-types also dominate over Flying-types, so the total damage is multiplied by two yet again!

### EXAMPLE:

#### PIKACHU VS. GYARADOS



WATER/ FLYING

#### THUNDERBOLT ATTACK

x1.5

#### ELECTRIC VS. WATER

x2

#### ELECTRIC VS. FLYING

x2

#### TOTAL DAMAGE

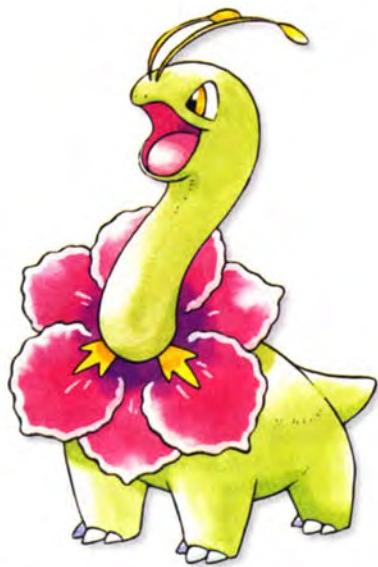
x6

THUNDERBOLT

ELECTRIC



# P o k é d e x



DRAGONOID

# Reading the Pokédex

An incredible amount of information is included in the Pokédex section. Check out the explanations below and

follow them as your guide to understanding all of the numbers, abbreviations and colors you'll see in the Pokédex.



<b>#164</b>	<b>NOCTOWL</b>	Height : 5'3"
	HOOHOOT LEVEL 20 ► NOCTOWL	Weight : 90 lbs
	TYPE : NORMAL/FLYING	



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

ID	NAME	EVOLUTION
TYPE	HEIGHT, WEIGHT	

The label near each Pokémon reveals its name, Old Pokédex number, Height, Weight, Pokémon type and an explanation of its evolutionary trail if it isn't the base evolution of its evolutionary line.

## ABILITY

The Pokémon's relative stats are shown by a three-dot rating system. The example shows a moderate rating for Hit Points, Speed and Special Attack and low Defense.

## TYPE KEY

BUG	Bug	GRS	Grass
DRG	Dragon	ICE	Ice
DRK	Dark	NRM	Normal
ELC	Electric	PSN	Poison
FIR	Fire	PSY	Psychic
FLY	Flying	RCK	Rock
FTG	Fighting	STL	Steel
GHO	Ghost	WTR	Water
GRD	Ground		

## LEVEL-UP ABILITIES

Level-Up Abilities are learned by the Pokémon as it gains levels. The attack's type, base attack power (BA), accuracy (AC) and PP are shown, as well as the level at which each member of the evolutionary chain learns the attack.

## TM & HM ABILITIES

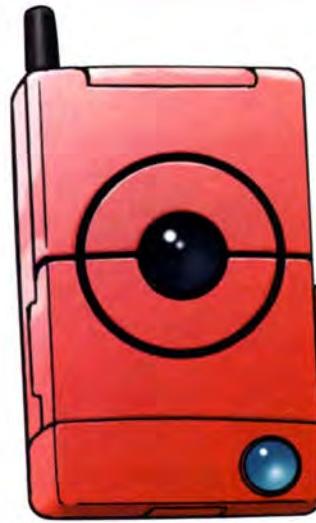
You can teach TM & HM Abilities to your Pokémon if you have the proper Technical Machine or Hidden Machine. Each attack's type, base attack power (BA), accuracy (AC) and PP are shown, along with a black dot that shows which members of the evolutionary chain can learn the attack.

## PHYSICAL OR SPECIAL

Attacks shown in black are physical attacks. Pokémon with a high Attack rating will do well with them. Attacks shown in green are Special Attacks, which are particularly effective when used by Pokémon with a high Special Attack rating.

LEVEL-UP ABILITIES						
ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
FORESIGHT	NRM	-	100	40	06	06
PECK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	60	20	16	16
REFLECT	PSY	-	-	20	22	25
TAKE DOWN	NRM	90	85	20	28	33
CONFUSION	PSY	50	100	25	34	41
DREAM EATER	PSY	100	100	15	48	57

TM & HM ABILITIES							
#	ATTACK	TYPE	BA	AC	PP	#163	#164
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●



## RECOMMENDED

Attacks shown in red are strongly recommended for use with the Pokémon. They work well with the Pokémon's natural abilities or will otherwise benefit you and your Pokémon.

**#152 CHIKORITA**

TYPE : GRASS


 Height :  
2'11"  
Weight :  
14 lbs

 SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED  
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#152	#153	#154
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
RAZOR LEAF	GRS	55	95	25	08	08	08
REFLECT	PSY	-	-	20	12	12	12
POISONPOWDER	PSN	-	75	35	15	15	15
SYNTHESIS	GRS	-	-	5	22	23	23
BODY SLAM	NRM	85	100	15	29	31	31
LIGHT SCREEN	PSY	-	-	30	36	39	41
SAFEGUARD	NRM	-	-	25	43	47	51
SOLARBEAM	GRS	120	100	10	50	55	61

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#152	#153	#154
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	Detect	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

**#153 BAYLEEF**
CHIKORITA LEVEL 16 ► BAYLEEF  
TYPE : GRASS
 Height :  
3'11"  
Weight :  
35 lbs

 SPECIAL ATTACK   SPECIAL DEFENSE  

**#154 MEGANIUM**
BAYLEEF LEVEL 32 ► MEGANIUM  
TYPE : GRASS
 SPECIAL ATTACK   SPECIAL DEFENSE  

 Height :  
5'11"  
Weight :  
222 lbs

**PROF. ELM'S MEMO**
**Specially Colored Pokémons**

Recently, I began studying the extremely rare specially colored Pokémons that you might have heard of or seen in your Pokémon travels. The most famous example of a specially colored Pokémon, the Red Gyarados in the Lake of Rage, exhibits the classic attributes of a specially colored Pokémon—it shines before it attacks, and it has special markings next to its gender when stored in Bill's PC. While everyone will encounter the Red Gyarados, other specially colored Pokémons are extremely rare—you may never run into one at all. All Pokémons found in the wild can be specially colored, but your chances of finding one or more are slim.

Wild Nidoran♀ appeared!

No. 029 412 ♀:	
NIDORAN♀ /NIDORAN♀	
◀ □ ▢ ▶	
HP: 37 / 37	EXP POINTS: 973
STATUS: OK	
TYPE: POISON	
LEVEL UP TO 413	

# POKÉMON

## #155 CYndaquil

TYPE : FIRE

SPECIAL ATTACK    SPECIAL DEFENSE

● ●	● ●
HIT POINTS	SPEED
● ● ●	● ●
ATTACK	DEFENSE

● ●	● ●
HIT POINTS	SPEED
● ● ●	● ●
ATTACK	DEFENSE



Height :  
1'8"  
Weight :  
17 lbs

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#155	#156	#157
TACKLE	NRM	35	95	35	-	-	-
LEER	NRM	-	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	6	6	6
EMBER	FIR	40	100	25	12	12	12
QUICK ATTACK	NRM	40	100	30	19	21	21
FLAME WHEEL	FIR	60	100	25	27	31	31
SWIFT	NRM	60	-	20	36	42	45
FLAMETHROWER	FIR	95	100	15	46	54	60

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#155	#156	#157
01	DYNAMICPUNCH	FTG	100	50	5	●		
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●		
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10		●	
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15		●	
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15		●	
49	FURY CUTTER	BUG	10	95	20	●	●	
H1	CUT	NRM	50	95	30	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	

Height :  
2'11"  
Weight :  
42 lbs

## #156 QUILAVA

CYndaquil LEVEL 14 ► QUILAVA

TYPE : FIRE



SPECIAL ATTACK    SPECIAL DEFENSE

● ● ●	● ●
HIT POINTS	SPEED
● ● ●	● ●
ATTACK	DEFENSE

## #157 Typhlosion

Quilava LEVEL 36 ► Typhlosion

TYPE : FIRE

Height :  
5'7"  
Weight :  
175 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE



### PROF. ELM'S MEMO

#### The Pokérus

Several of my friends who treat Pokémon at Pokémon Centers have reported a strangely beneficial syndrome called the Pokérus. The condition does no harm; in fact, Pokémon Trainers will notice some interesting results if they use infected Pokémon in battle. The easiest way to know for sure whether your Pokémon are infected with the Pokérus is to take them to a Pokémon Center. After the creatures have been healed, you'll get a different message than you would usually. The Pokémon Center will alert me and I will call you to explain that your Pokémon have the Pokérus. The Pokérus wears off after a short time, making it difficult to study.

When your Pokémon is infected, its entry in your lineup will reflect the condition in the status section. After the condition is gone, a small black dot will remain.



## #158 TOTODILE

TYPE : WATER

Height :  
2'0"  
Weight :  
21 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#158	#159	#160
SCRATCH	NRM	40	100	35	-	-	-
LEER	NRM	-	100	30	-	-	-
RAGE	NRM	20	100	20	7	7	7
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	20	21	21
SCARY FACE	NRM	-	90	10	27	28	28
SLASH	NRM	70	100	20	35	37	38
SCREECH	NRM	-	85	40	43	45	47
HYDRO PUMP	WTR	120	80	5	52	55	58

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#158	#159	#160
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●

## #159 CROCONAW

TOTODILE LEVEL 18 ► CROCONAW

TYPE : WATER

Height :  
3'7"  
Weight :  
55 lbs

SPECIAL ATTACK SPECIAL DEFENSE

● ●	● ●
● ●	● ●
● ●	● ●
● ●	● ●



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

## #160 FERALIGATR

CROCONAW LEVEL 30 ► FERALIGATR

TYPE : WATER

Height :  
7'7"  
Weight :  
196 lbs

## PROF. ELM'S MEMO

Mystery Gift and Your Room

Budding Pokémon Trainers should talk to everyone in the Goldenrod City Department Store—one girl in particular will tell you about the Mystery Gift function. Once you've talked to the girl, you can select Mystery Gift from the Start menu to beam random gifts to your friends via the Game Boy Color's infrared port. You can decorate your room with many of the gifts you'll receive, including Pokémons dolls, posters, plants and carpets. You may also receive Elixirs, Berries, X Defends and even Poké Balls or Evolution Stones!



# POKÉMON

#16 PIDGEY

TYPE : NORMAL/FLYING

Height :  
1'0"  
Weight :  
4 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

#17 PIDGEOTTO

PIDGEY LEVEL 18 → PIDGEOTTO  
TYPE : NORMAL/FLYING

Height :  
3'7"  
Weight :  
66 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



#18 PIDGEOT

PIDGEOTTO LEVEL 36 → PIDGEOT  
TYPE : NORMAL/FLYING

Height :  
4'11"  
Weight :  
87 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#16	#17	#18
TACKLE	NRM	35	95	35	-	-	-
SAND-ATTACK	GRD	-	100	15	5	5	5
GUST	FLY	40	100	35	9	9	9
QUICK ATTACK	NRM	40	100	30	15	15	15
WHIRLWIND	NRM	-	100	20	21	23	23
WING ATTACK	FLY	60	100	35	29	33	33
AGILITY	PSY	-	-	30	37	43	46
MIRROR MOVE	FLY	-	-	20	47	55	61

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#16	#17	#18
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5		●	
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
H2	FLY	FLY	70	95	15	●	●	●

## PROF. ELM'S MEMO

### Pokémon Pikachu 2 GS

My studies have shown that Pokémons Gold and Silver players who have a Game Boy Color and Pokémons Pikachu 2 GS can send the Watts they earn in Pokémons Pikachu 2 GS to Gold or Silver by infrared communication. Choose Send from your Pokémons Pikachu 2 GS menu, then choose the number of Watts you'd like to send to Pokémons Gold or Silver as a Mystery Gift. Your Gold or Silver game will receive different gifts for different Watt totals. The list below explains how many Watts it will take to produce each item.

### Mystery Gift List

1-99W	MAIL
100-199W	BERRY
200-299W	BITTER BERRY
300-399W	GREAT BALL
400-499W	MAX REPEL
500-599W	ETHER
600-699W	MIRACLE BERRY
700-799W	GOLD BERRY
800-899W	ELIXIR
900-998W	REVIVE
999W	RARE CANDY



**#21 SPEAROW**

TYPE: NORMAL/FLYING

 Height :  
1'0"  
Weight :  
4 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●


**#22 FEAROW**

SPEAROW LEVEL 20 ➤ FEAROW

TYPE: NORMAL/FLYING


 Height :  
6'7"  
Weight :  
84 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#21	#22
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
LEER	NRM	-	100	30	7	7
FURY ATTACK	NRM	15	85	20	13	13
PURSUIT	DRK	40	100	20	25	26
MIRROR MOVE	FLY	-	-	20	31	32
DRILL PECK	FLY	80	100	20	37	40
AGILITY	PSY	-	-	30	43	47

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#21	#22
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●

**#163 HOOTHOOT**

TYPE: NORMAL/FLYING

**#164 NOCTOWL**

HOOTHOOT LEVEL 20 ➤ NOCTOWL

TYPE: NORMAL/FLYING

 Height :  
2'4"  
Weight :  
47 lbs

 Height :  
5'3"  
Weight :  
90 lbs

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
FORESIGHT	NRM	-	100	40	6	6
PECK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	60	20	16	16
REFLECT	PSY	-	-	20	22	25
TAKE DOWN	NRM	90	85	20	28	33
CONFUSION	PSY	50	100	25	34	41
DREAM EATER	PSY	100	100	15	48	57

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#163	#164
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

# POKÉMON

#19 RATTATA

TYPE : NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	●



#20 RATICATE

RATTATA LEVEL 20 ➤ RATICATE

TYPE : NORMAL



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#19	#20
TACKLE	NRM	35	95	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	7
HYPER FANG	NRM	80	90	15	13	13
FOCUS ENERGY	NRM	-	-	30	20	
SCARY FACE	NRM	-	90	10		20
PURSUIT	DRK	40	100	20	27	30
SUPER FANG	NRM	-	90	10	34	40

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#19	#20
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	

#161 SENTRET

TYPE : NORMAL

Height : 2'7"	Weight : 13 lbs
Height : 5'11"	Weight : 72 lbs



#162 FURRET

SENTRET LEVEL 15 ➤ FURRET  
TYPE : NORMAL

Height : 5'11"	Weight : 72 lbs
Height : 5'11"	Weight : 72 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#161	#162
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	5	5
QUICK ATTACK	NRM	40	100	30	11	11
FURY SWIPES	NRM	18	80	15	17	18
SLAM	NRM	80	75	20	25	28
REST	PSY	-	-	10	33	38
AMNESIA	PSY	-	-	20	41	48

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#161	#162
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	

#172 PICHU

TYPE : ELECTRIC

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

Height :  
1'0"  
Weight :  
4 lbs

#25 PIKACHU

PICHU Friendship ▶ PIKACHU

TYPE : ELECTRIC

Height :  
1'4"  
Weight :  
13 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#172	#25	#26
THUNDERSHOCK	ELC	40	100	30	-	-	-
CHARM	NRM	-	100	20	-	-	-
GROWL	NRM	-	100	40	-	-	-
TAIL WHIP	NRM	-	100	30	6	6	-
THUNDER WAVE	ELC	-	100	20	8	8	-
SWEET KISS	NRM	-	75	10	11	-	-
QUICK ATTACK	NRM	40	100	30	11	-	-
DOUBLE TEAM	NRM	-	-	15	-	15	-
SLAM	NRM	80	75	20	-	20	-
THUNDERBOLT	ELC	95	100	15	-	26	-
AGILITY	PSY	-	-	30	-	33	-
THUNDER	ELC	120	70	10	-	41	-
LIGHT SCREEN	PSY	-	-	30	-	50	-

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#172	#25	#26
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	-
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	-	-	-
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●



SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

Height :  
2'7"  
Weight :  
66 lbs

#26 RAICHU

PIKACHU Thunder Stone ▶ RAICHU

TYPE : ELECTRIC



## PROF. ELM'S MEMO

## Mail System

Pokémon can hold items in Gold and Silver, even when they're traded to another Game Pak. You can give mail to your Pokémon before you trade it to send a surprise message to a friend. You'll find many types of mail in the PokéMarts around Johto and Kanto, and you're also bound to receive some mail through Mystery Gift as well. You can save the messages you receive on your Game Pak, and you can print the messages out with the Game Boy Printer.

MANTINE	151 / 151
ABRA	27 / 27
LAPRAS	87 / 87
WEEPINBELL	70 / 70
TAUROS	42 / 42
HOOHOOHOT	43 / 43

Made HOOHOOHOT  
hold FLOWER MAIL.



# POKÉMON

#10

**CATERPIE**Height :  
1'0"  
Weight :  
6 lbs

TYPE : BUG

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●
●	●

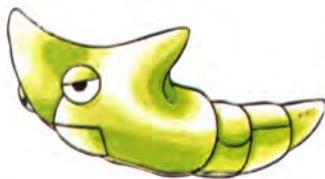


#11

**METAPOD**Height :  
2'4"  
Weight :  
22 lbs

TYPE : BUG

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●
●	●



#12

**BUTTERFREE**Height :  
3'7"  
Weight :  
71 lbs

TYPE : BUG/FLYING

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
●	●
●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#10	#11	#12
TACKLE	NRM	35	95	35	-		
STRING SHOT	BUG	-	95	40	-		
HARDEN	NRM	-	-	30	-		
CONFUSION	PSY	50	100	25		10	
POISONPOWDER	PSN	-	75	35		13	
STUN SPORKE	GRS	-	75	30		14	
SLEEP POWDER	GRS	-	75	15		15	
SUPERSONIC	NRM	-	55	20		18	
WHIRLWIND	NRM	-	100	20		23	
GUST	FLY	40	100	35		28	
PSYBEAM	PSY	65	100	20		34	
SAFEGUARD	NRM	-	-	25		40	

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#10	#11	#12
03	CURSE	???	-	-	10		●	
06	TOXIC	PSN	-	85	10		●	
10	HIDDEN POWER	NRM	-	100	15		●	
11	SUNNY DAY	FIR	-	-	5		●	
12	SWEET SCENT	NRM	-	100	20		●	
13	SNORE	NRM	40	100	15		●	
15	HYPER BEAM	NRM	150	90	5		●	
17	PROTECT	NRM	-	-	10		●	
19	GIGA DRAIN	GRS	60	100	5		●	
20	ENDURE	NRM	-	-	10		●	
21	FRUSTRATION	NRM	-	100	20		●	
22	SOLARBEAM	GRS	120	100	10		●	
27	RETURN	NRM	-	100	20		●	
29	PSYCHIC	PSY	90	100	10		●	
32	DOUBLE TEAM	NRM	-	-	15		●	
34	SWAGGER	NRM	-	90	15		●	
35	SLEEP TALK	NRM	-	-	10		●	
39	SWIFT	NRM	60	-	20		●	
44	REST	PSY	-	-	10		●	
45	ATTRACT	NRM	-	100	15		●	
50	NIGHTMARE	GHO	-	100	15		●	
HS	FLASH	NRM	-	70	20		●	

#13

**WEEDLE**Height :  
1'0"  
Weight :  
7 lbs

TYPE : BUG/POISON

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●
●	●



#14

**KAKUNA**Height :  
2'0"  
Weight :  
22 lbs

TYPE : BUG/POISON

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●
●	●

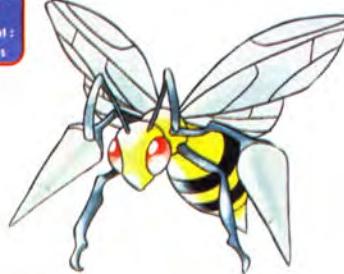


#15

**BEEDRILL**Height :  
3'3"  
Weight :  
65 lbs

TYPE : BUG/POISON

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#13	#14	#15
POISON STING	PSN	15	100	35	-		
STRING SHOT	BUG	-	95	40	-		
HARDEN	NRM	-	-	30			
FURY ATTACK	NRM	15	85	20		10	
FOCUS ENERGY	NRM	-	-	30		15	
TWINEEDLE	BUG	25	100	20		20	
RAGE	NRM	20	100	20		25	
PURSUIT	DRK	40	100	20		30	
PIN MISSILE	BUG	14	85	20		35	
AGILITY	PSY	-	-	30		40	

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#13	#14	#15
03	CURSE	???	-	-	10		●	
06	TOXIC	PSN	-	85	10		●	
10	HIDDEN POWER	NRM	-	100	15		●	
11	SUNNY DAY	FIR	-	-	5		●	
12	SWEET SCENT	NRM	-	100	20		●	
13	SNORE	NRM	40	100	15		●	
15	HYPER BEAM	NRM	150	90	5		●	
17	PROTECT	NRM	-	-	10		●	
19	GIGA DRAIN	GRS	60	100	5		●	
20	ENDURE	NRM	-	-	10		●	
21	FRUSTRATION	NRM	-	100	20		●	
27	RETURN	NRM	-	100	20		●	
32	DOUBLE TEAM	NRM	-	-	15		●	
34	SWAGGER	NRM	-	90	15		●	
35	SLEEP TALK	NRM	-	-	10		●	
36	SLUDGE BOMB	PSN	90	100	10		●	
39	SWIFT	NRM	60	-	20		●	
44	REST	PSY	-	-	10		●	
45	ATTRACT	NRM	-	100	15		●	
49	FURY CUTTER	BUG	10	95	20		●	
H1	CUT	NRM	50	95	30		●	

**#165 LEDYBA**

TYPE: BUG/FLYING

Height:  
3'3"  
Weight:  
24 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

**#166 LEDIAN**
LEDYBA LEVEL 18 ➤ LEDIAN  
TYPE: BUG/FLYINGHeight:  
4'7"  
Weight:  
78 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#165	#166
TACKLE	NRM	35	95	35	-	-
SUPersonic	NRM	-	55	20	8	8
COMET PUNCH	NRM	18	85	15	15	15
LIGHT SCREEN	PSY	-	-	30	22	24
REFLECT	PSY	-	-	20	22	24
SAFEGUARD	NRM	-	-	25	22	24
BATON PASS	NRM	-	-	40	29	33
SWIFT	NRM	60	-	20	36	42
AGILITY	PSY	-	-	30	43	51
DOUBLE-EDGE	NRM	120	100	15	50	60

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#165	#166
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H5	FLASH	NRM	-	70	20	●	●

**#167 SPINARAK**

TYPE: BUG/POISON

Height:  
1'8"  
Weight:  
19 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

●	●
●	●
●	●
●	●

**#168 ARIADOS**
SPINARAK LEVEL 22 ➤ ARIADOS  
TYPE: BUG/POISONHeight:  
3'7"  
Weight:  
74 lbs
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#167	#168
POISON STING	PSN	15	100	35	-	-
STRING SHOT	BUG	-	95	40	-	-
SCARY FACE	NRM	-	90	10	6	6
CONstrict	NRM	10	100	35	11	11
NIGHT SHADE	GHO	-	100	15	17	17
LEECH LIFE	BUG	20	100	15	23	25
FURY SWIPES	NRM	18	80	15	30	34
SPIDER WEB	BUG	-	100	10	37	43
SCREECH	NRM	-	85	40	45	53
PSYCHIC	PSY	90	100	10	53	63

**TM & HM ABILITIES**

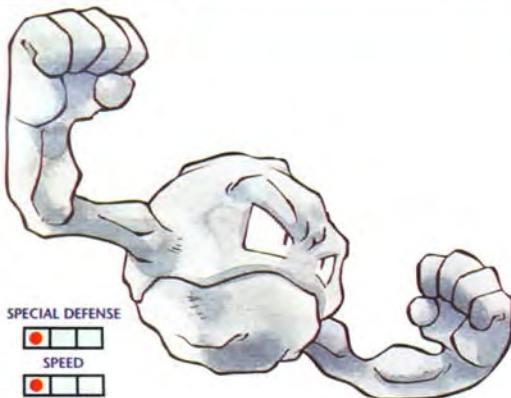
#	ATTACK	TYPE	BA	AC	PP	#167	#168
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H5	FLASH	NRM	-	70	20	●	●

# Pokémon

#74 GEODUDE

TYPE : ROCK/GROUND

Height :  
1'4"  
Weight :  
44 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	●
● ●	●
● ●	● ●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#74	#75	#76
TACKLE	NRM	35	95	35	-	-	-
DEFENSE CURL	NRM	-	-	40	6	6	6
ROCK THROW	RCK	50	90	15	11	11	11
MAGNITUDE	GRD	-	100	30	16	16	16
SELFDESTRUCT	NRM	200	100	5	21	21	21
HARDEN	NRM	-	-	30	26	27	27
ROLLOUT	RCK	30	90	20	31	34	34
EARTHQUAKE	GRD	100	100	10	36	41	41
EXPLOSION	NRM	250	100	5	41	48	48

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#74	#75	#76
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20			●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20			●
H4	STRENGTH	NRM	80	100	15	●	●	●

#75 GRAVELER

GEODUDE LEVEL 25 ▶ GRAVELER  
TYPE : ROCK/GROUND

Height :  
3'3"  
Weight :  
232 lbs



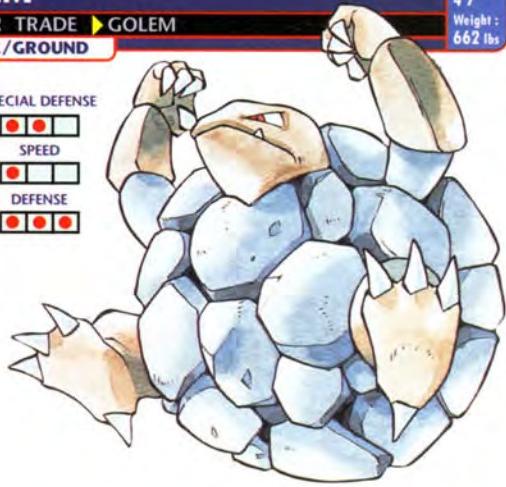
SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ●	●	● ●	● ●	● ●	●

#76 GOLEM

GRAVELER TRADE ▶ GOLEM  
TYPE : ROCK/GROUND

Height :  
4'7"  
Weight :  
662 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ● ●	● ●
● ● ●	● ●



### PROF. ELM'S MEMO



#### Make Friends

One recent Pokémon discovery involves the friendliness factor in some Pokémon's evolution. There are several things you should do to stay on good terms with your Pokémon, and several other things you should avoid for the same reason.



#### Do:

Take your Pokémon to be groomed by Blue's sister in Pallet Town.

Get haircuts from Goldenrod's Haircut Brothers—especially the older one.

Keep your Pokémon in your party continually.

Use items on your Pokémon and allow it to hold an item.

#### Don't:

Let your Pokémon faint in battle, get very weak, or stay paralyzed or poisoned for any length of time.

Make your Pokémon take bitter medicine from the herb shop in Goldenrod City. Try not to trade away Pokémon you wish to befriend.

#41 ZUBAT

TYPE : POISON/FLYING

SPECIAL ATTACK    SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

Height :  
2'7"  
Weight :  
17 lbs



#42

GOLBAT

ZUBAT LEVEL 22 ➤ GOLBAT

TYPE : POISON/FLYING

Height :  
5'3"  
Weight :  
121 lbs



SPECIAL ATTACK    SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

#169

CROBAT

GOLBAT Friendship ➤ CROBAT

TYPE : POISON/FLYING

Height :  
5'11"  
Weight :  
165 lbs

## PROF. ELM'S MEMO

### Friendly Evolution

After an exhaustive study of every Pokémon known to science, I have concluded that several Pokémon will evolve only when they are very attached to their Trainers—a process called Friendly Evolution. The Pokémon below will evolve when they gain a level after reaching optimum friendliness with their Trainer. Please study my memo on the preceding page to find hints on befriending Pokémon.



#172 PICHU

#25 PIKACHU

#173 CLEFFA

#35 CLEFAIRY



#174 IGGLYBUFF

#39 JIGGLYPUFF

#42 GOLBAT

#169 CROBAT



#175 TOGEPI

#176 TOGETIC

#113 CHANSEY

#242 BLISSEY



#196 ESPEON

#197 UMBREON

Once your Eevee has become very attached to you, it will evolve into Espeon or Umbreon, depending on whether it gains a level during the morning or day (Espeon) or during the night (Umbreon).

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#41	#42	#169
SCREECH	NRM	-	85	40	-	-	-
LEECH LIFE	BUG	20	100	15	-	-	-
SUPersonic	NRM	-	55	20	6	6	6
BITE	DRK	60	100	25	12	12	12
CONFUSE RAY	GHO	-	100	10	19	19	19
WING ATTACK	FLY	60	100	35	27	30	30
MEAN LOOK	NRM	-	100	5	36	42	42
HAZE	ICE	-	-	30	46	55	55

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#41	#42	#169
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
H2	FLY	FLY	70	95	15			●

# POKÉMON

#173

## CLEFFA

TYPE: NORMAL

SPECIAL ATTACK



HIT POINTS



ATTACK



SPECIAL DEFENSE



SPEED



DEFENSE



Height:  
1'0"

Weight:  
7 lbs



#35

## CLEFAIRY

CLEFFA Friendship ▶ CLEFAIRY

TYPE: NORMAL

Height:  
2'0"

Weight:  
17 lbs

SPECIAL ATTACK



HIT POINTS



ATTACK



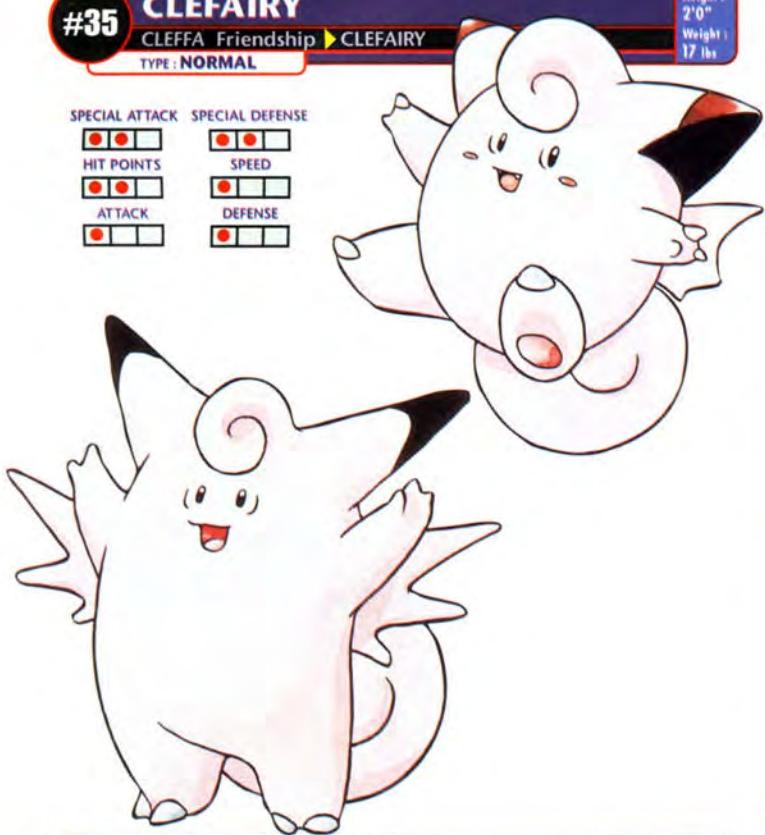
SPECIAL DEFENSE



SPEED



DEFENSE



#36

## CLEFABLE

CLEFAIRY Moon Stone ▶ CLEFABLE

TYPE: NORMAL

Height:  
4'3"

Weight:  
88 lbs

SPECIAL ATTACK



ATTACK



DEFENSE



HIT POINTS



SPEED



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#173	#35	#36
POUND	NRM	40	100	35	-	-	
CHARM	NRM	-	100	20	-		
GROWL	NRM	-	100	40			
ENCORE	NRM	-	100	5	4	4	
SING	NRM	-	55	15	8	8	-
SWEET KISS	NRM	-	75	10	13		
DOUBLESLAP	NRM	15	85	10		13	-
MINIMIZE	NRM	-	-	20		19	
DEFENSE CURL	NRM	-	-	40		26	
METRONOME	NRM	-	-	10	34	-	
MOON LIGHT	NRM	-	-	5	43	-	
LIGHT SCREEN	PSY	-	-	30	53		

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#173	#35	#36
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5			
16	ICY WIND	ICE	55	95	15	●		
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	Detect	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●



### PROF. ELM'S MEMO

#### The Poké Ball Maker

Kurt the Poké Ball Maker is a good person to know. After you help him defeat Team Rocket in Azalea Town, he will return to his house, where you can visit him. Kurt handcrafts Poké Balls from the Apricorn you find on some trees around Johto. Apricorn come in several different shades that produce different types of Poké Balls. Take an Apricorn to Kurt, then return the next day to pick up your new Poké Ball.



Hey! It's  
PNK APRICORN!



I'll make BALLS  
out of them.



**#174 IGGLYBUFF**

TYPE : NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●


 Height :  
1'0"  
Weight :  
2 lbs

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#174	#39	#40
SING	NRM	-	55	15	-	-	-
CHARM	NRM	-	100	20	-	-	-
DEFENSE CURL	NRM	-	-	40	4	4	-
POUND	NRM	40	100	35	9	9	-
SWEET KISS	NRM	-	75	10	14	-	-
DISABLE	NRM	-	55	20	-	-	-
ROLLOUT	RCK	20	90	30	-	19	-
DOUBLESLAP	NRM	15	85	10	-	24	-
REST	PSY	-	-	10	-	29	-
BODY SLAM	NRM	85	100	15	-	34	-
DOUBLE-EDGE	NRM	120	100	15	-	39	-

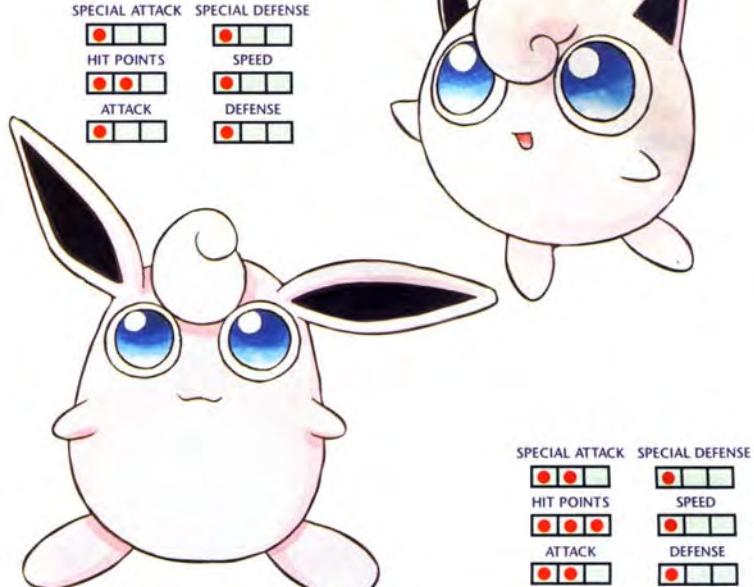
**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#174	#39	#40
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	-
16	ICY WIND	ICE	55	95	15	●	-	-
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
25	THUNDER	ELC	120	70	10	-	-	-
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	-	-	-
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	-	-	-
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

**#39 JIGGLYPUFF**

IGGLYBUFF Friendship ► JIGGLYPUFF

TYPE : NORMAL

 Height :  
1'8"  
Weight :  
12 lbs

**#40 WIGGLYTUFF**

JIGGLYPUFF Moon Stone ► WIGGLYTUFF

TYPE : NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

**PROF. ELM'S MEMO**

**Kurt's Poké Balls**
**Fast Ball (White Apricorn)**

Use a Fast Ball when you're trying to catch a Pokémon that runs away quickly, such as Raikou or Skarmory.


**Lure Ball (Blue Apricorn)**

Try bringing out a Lure Ball when you're fishing for Pokémon and you've got one hooked.


**Level Ball (Red Apricorn)**

The Level Ball works best when your Pokémon's level is much higher than the opposing Pokémon's level.

**Heavy Ball (Black Apricorn)**

Large, heavy Pokémon such as Snorlax or Onix will be easier to catch if you use a Heavy Ball.

**Love Ball (Pink Apricorn)**

When the Pokémon you're trying to catch is of the opposite gender as your attacking Pokémon, use a Love Ball.

**Friend Ball (Green Apricorn)**

Any Pokémon you catch with a Friend Ball will become attached to you very quickly. Use Friend Balls on Pokémon you like.

**Moon Ball (Yellow Apricorn)**

It's easier to capture Pokémon that evolve with the Moon Stone if you use a Moon Ball instead of a regular Poké Ball.

# POKEMON

#175 TOGEPI

TYPE : NORMAL



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ● ●
● ●	●
●	● ●

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#175	#176
TACKLE	NRM	35	95	35	-	-
CHARM	NRM	-	100	20	-	-
METRONOME	NRM	-	-	10	7	7
SWEET KISS	NRM	-	75	10	18	18
ENCORE	NRM	-	100	5	25	25
SAFEGUARD	NRM	-	-	25	31	31
DOUBLE-EDGE	NRM	120	100	15	38	38

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#175	#176
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
47	STEEL WING	STL	70	90	25	●	
H2	FLY	FLY	70	95	15	●	
H5	FLASH	NRM	-	70	20	●	●

#176 TOGETIC

TOGEPI Friendship ▶ TOGETIC  
TYPE : NORMAL/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ● ●
● ●	●
●	● ●

#27 SANDSHREW

TYPE : GROUND

Height :  
2'0"  
Weight :  
26 lbs



#28 SANDSLASH

SANDSHREW LEVEL 22 ▶ SANDSLASH  
TYPE : GROUND

Height :  
3'3"  
Weight :  
65 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#27	#28
SCRATCH	NRM	40	100	35	-	-
DEFENSE CURL	NRM	-	-	40	6	6
SAND-ATTACK	GRD	-	100	15	11	11
POISON STING	PSN	15	100	35	17	17
SLASH	NRM	70	100	20	23	24
SWIFT	NRM	60	-	20	30	33
FURY SWIPES	NRM	18	80	15	37	42
SANDSTORM	RCK	-	-	10	45	52

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#27	#28
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

**EKANS**  
#23  
TYPE : POISON

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



**ARBOK**  
#24  
EKANS LEVEL 22 → ARBOK  
TYPE : POISON

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ●	● ●
● ●	● ●



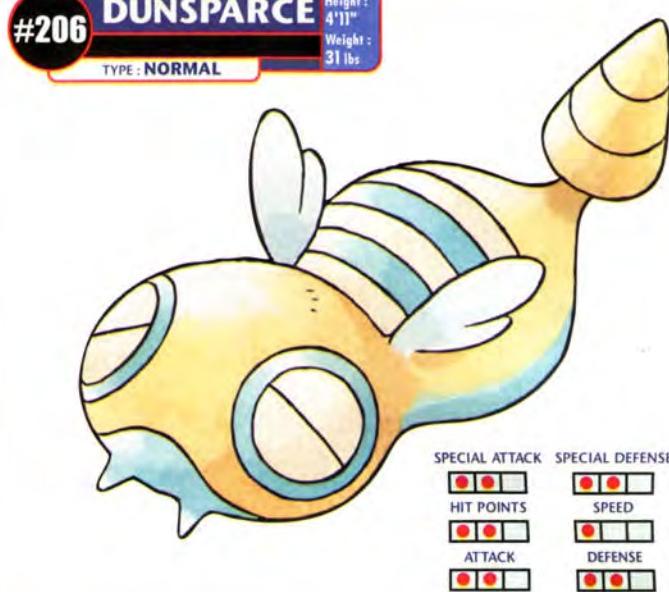
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#23	#24
WRAP	NRM	15	85	20	-	-
LEER	NRM	-	100	30	-	-
POISON STING	PSN	15	100	35	9	9
BITE	DRK	60	100	25	15	15
GLARE	NRM	-	75	30	23	25
SCREECH	NRM	-	85	40	29	33
ACID	PSN	40	100	30	37	43
HAZE	ICE	-	-	30	43	51

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#23	#24
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H4	STRENGTH	NRM	80	100	15	●	●

**DUNSPARCE**  
#206  
TYPE : NORMAL



**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#206
RAGE	NRM	20	100	20	-
DEFENSE CURL	NRM	-	-	40	5
GLARE	NRM	-	75	30	13
SPITE	GHO	-	100	10	18
PURSUIT	DRK	40	100	20	26
SCREECH	NRM	-	85	40	30
TAKEDOWN	NRM	90	85	20	38

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#206
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H4	STRENGTH	NRM	80	100	15	●

# POKÉMON

#179 MAREEP

TYPE: ELECTRIC

Height:  
2'0"  
Weight:  
17 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	○ ○
HIT POINTS	SPEED
● ○	○ ○
ATTACK	DEFENSE
● ○	○ ○

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#179	#180	#181
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
THUNDER SHOCK	ELC	40	100	30	9	9	9
THUNDER WAVE	ELC	-	100	20	16	18	18
COTTON SPORE	GRS	-	85	40	23	27	27
THUNDERPUNCH	ELC	75	100	15		30	
LIGHT SCREEN	PSY	-	-	30	30	36	42
THUNDER	ELC	120	70	10	37	45	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#179	#180	#181
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●		
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

#180 FLAAFFY

MAREEP LEVEL 15 ► FLAAFFY  
TYPE: ELECTRIC

Height:  
2'7"  
Weight:  
29 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	○ ○
HIT POINTS	SPEED
● ○	○ ○
ATTACK	DEFENSE
● ○	○ ○



#181 AMPHAROS

FLAAFFY LEVEL 30 ► AMPHAROS  
TYPE: ELECTRIC

Height:  
4'7"  
Weight:  
136 lbs



### PROF. ELM'S MEMO

#### False Swipe

The attack known as False Swipe is an amazingly effective aid for capturing wild Pokémons. It will always leave an opponent with one hit point, making it very weak but still awake and vulnerable. False Swipe is a Normal-type attack that Farfetch'd, Scyther, Cubone and other Pokémons can learn at different levels. The attack's base damage is not high, but it usually has 40 PP.

RATICATE

HP: 162



SCIZOR

HP: 116



SCIZOR used FALSE SWIPE!

RATICATE

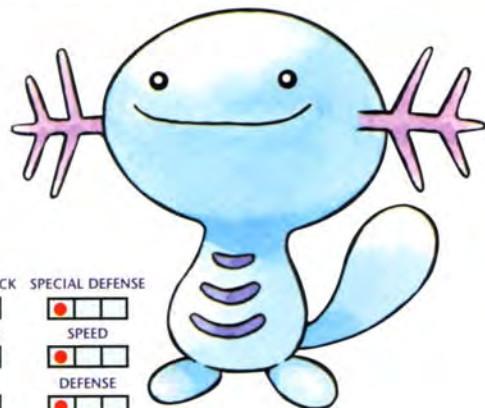
HP: 120



SCIZOR was caught!

## #194 WOOPER

TYPE: WATER/GROUND



## SPECIAL ATTACK    SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

Height:  
1'4"  
Weight:  
19 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#194	#195
WATER GUN	WTR	40	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
SLAM	NRM	80	75	20	11	11
AMNESIA	PSY	-	-	20	21	23
EARTHQUAKE	GRD	100	100	10	31	35
RAIN DANCE	WTR	-	-	5	41	47
HAZE	ICE	-	-	30	51	59
MIST	ICE	-	-	30	51	59

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#194	#195
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
37	STANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

## #195 QUAGSIRE

WOOPER LEVEL 20 ➤ QUAGSIRE  
TYPE: WATER/GROUNDHeight:  
4'7"  
Weight:  
165 lbs

## PROF. ELM'S MEMO

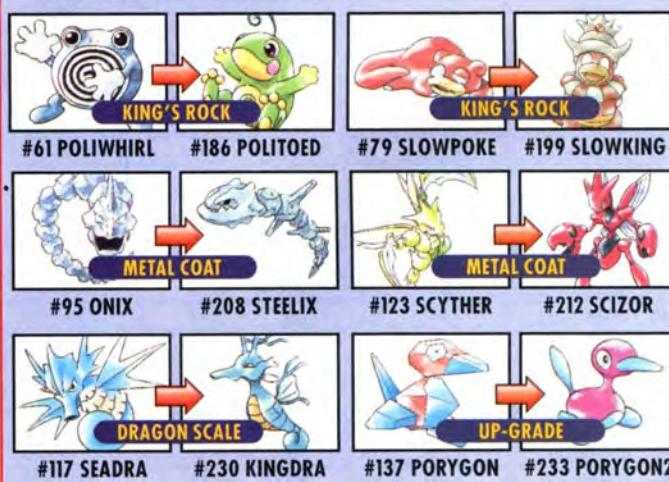
## Link Trade Evolution

It's well-documented that some Pokémon won't evolve unless they are traded via Game Link Cable to another Pokémon Game Pak. Other Pokémon must be carrying a specific item when they're traded, or they won't evolve. Trade Pokémon with someone you trust. Remember that traded Pokémon gain boosted experience points.

## Trade Evolution



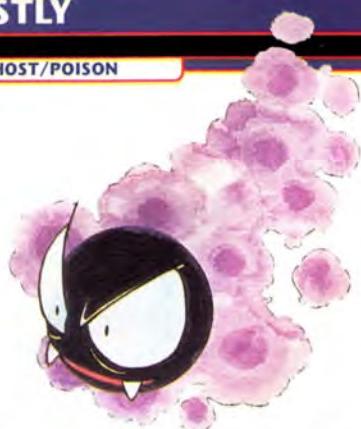
## Item Trade Evolution



# POKÉMON

**#92 GASTLY**

TYPE: GHOST/POISON



Height:  
4'3"  
Weight:  
0.2 lbs

SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#92	#93	#94
HYPNOSIS	PSY	-	60	20	-	-	-
LICK	GHO	20	100	30	-	-	-
SPITE	GHO	-	100	10	8	8	8
MEAN LOOK	NRM	-	100	5	13	13	13
CURSE	???	-	-	10	16	16	16
NIGHT SHADE	GHO	-	100	15	21	21	21
CONFUSE RAY	GHO	-	100	10	28	31	31
DREAM EATER	PSY	100	100	15	33	39	39
DESTINY BOND	GHO	-	-	5	36	48	48

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#92	#93	#94
01	DYNAMICPUNCH	FTG	100	50	5	●		
02	HEADBUTT	NRM	70	100	15	●		
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●		
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●		
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●		
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●		
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●		
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●		

**#93 HAUNTER**

GASTLY LEVEL 25 ▶ HAUNTER  
TYPE: GHOST/POISON

Height:  
5'3"  
Weight:  
0.2 lbs



SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED

**#94 GENGAR**

HAUNTER TRADE ▶ GENGAR  
TYPE: GHOST/POISON

Height:  
4'11"  
Weight:  
89 lbs



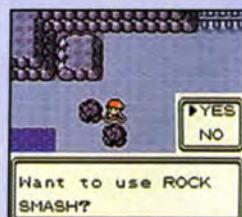
SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED



### PROF. ELM'S MEMO

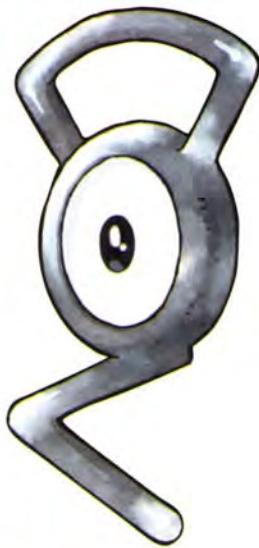
#### Rock Smash

One effective but little-known technique for catching Pokémon involves using Rock Smash outside of battle. When you come to a rock that seems a bit cracked or crumbled already, try walking up to it and pressing A. A dialogue box will pop up and ask if you'd like to use Rock Smash (if there's a Pokémon in your party that has Rock Smash). You might find a Pokémon hiding under the rock. Talk to the man to the right of Sudowoodo on Route 36 to pick up Rock Smash.



**#201 UNOWN**  
TYPE : PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#201
HIDDEN POWER	NRM	-	100	15	-

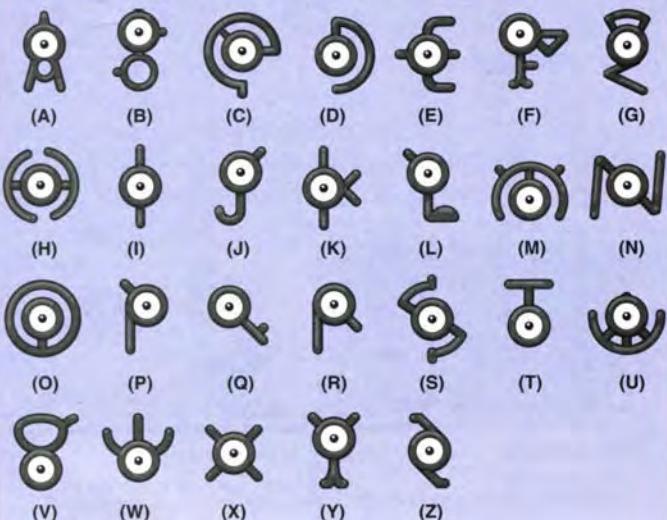
#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#201
NONE						

### PROF. ELM'S MEMO

#### Fun With Unown

The mysterious Psychic-type creatures called Unown come in 26 shapes that correspond to the alphabet! After you catch three differently shaped Unown, you can pick up the Unowndex from the researchers near the Ruins of Alph. After you solve all four of the puzzles in the caves surrounding the Ruins of Alph, you will be able to catch all 26 differently shaped Unown. Once you've caught all 26, you'll earn the option to print out the Unown with your Game Boy Printer. There are all sorts of fun things you could do with the letter-shaped Pokémons. Use your imagination!



**#95 ONIX**  
TYPE : ROCK/GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

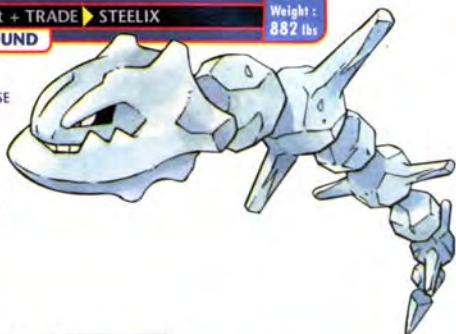


#### STEELIX

ONIX Metal Coat + TRADE ▶ STEELIX  
TYPE : STEEL/GROUND

Height : 30'2"  
Weight : 882 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#95	#208
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	-	-
BIND	NRM	15	75	20	10	10
ROCK THROW	RCK	50	90	15	14	14
HARDEN	NRM	-	-	30	23	23
RAGE	NRM	20	100	20	27	27
SAND STORM	RCK	-	-	10	36	36
SLAM	NRM	80	75	20	40	40
CRUNCH	DRK	80	100	15	-	49

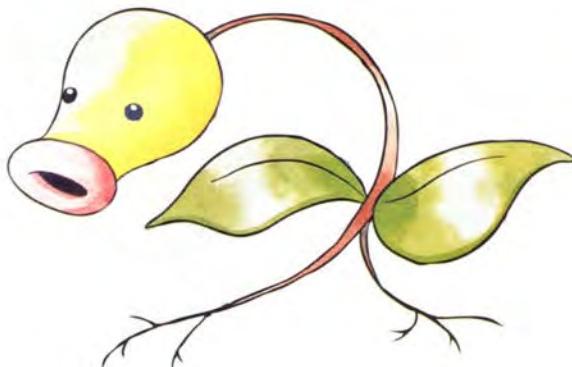
#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#95	#208
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# POKÉMON

## #69 BELSPROUT

TYPE: GRASS/POISON



Height:  
2'4"  
Weight:  
9 lbs

SPECIAL ATTACK: SPECIAL DEFENSE: ATTACK: DEFENSE: HIT POINTS: SPEED:

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#69	#70	#71
VINE WHIP	GRS	35	100	10	-	-	-
GROWTH	NRM	-	-	40	6	6	-
WRAP	NRM	15	85	20	11	11	-
SLEEP POWDER	GRS	-	75	15	15	15	-
POISONPOWDER	PSN	-	75	35	17	17	-
STUN SPORE	GRS	-	75	30	19	19	-
ACID	PSN	40	100	30	23	24	-
SWEET SCENT	NRM	-	100	20	30	33	-
RAZOR LEAF	GRS	55	95	25	37	42	-
SLAM	NRM	80	75	20	45	54	-

### TM & HM ABILITIES

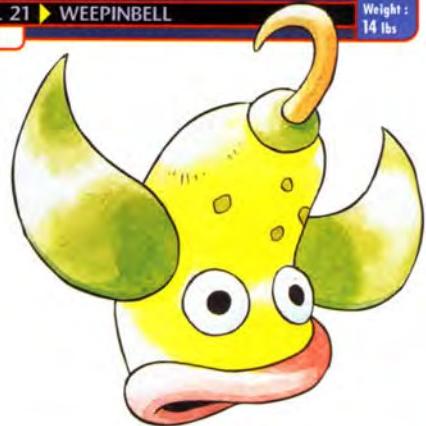
#	ATTACK	TYPE	BA	AC	PP	#69	#70	#71
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	-
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

## #70 WEEPINBELL

BELSPROUT LEVEL 21 ▶ WEEPINBELL  
TYPE: GRASS/POISON

Height:  
3'3"  
Weight:  
14 lbs

SPECIAL ATTACK: SPECIAL DEFENSE:   
HIT POINTS: SPEED:   
ATTACK: DEFENSE:

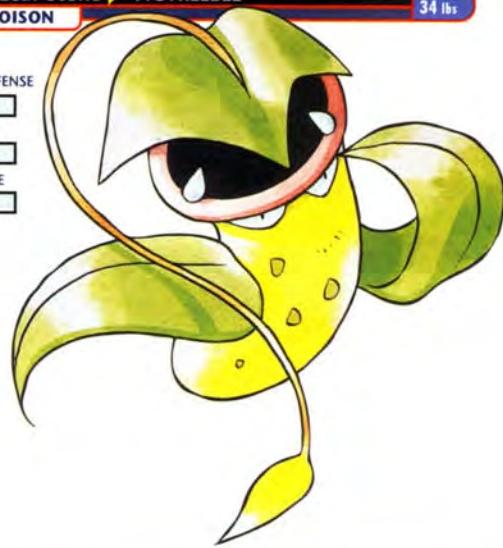


## #71 VICTREEBEL

WEEPINBELL Leaf Stone ▶ VICTREEBEL  
TYPE: GRASS/POISON

Height:  
5'7"  
Weight:  
34 lbs

SPECIAL ATTACK: SPECIAL DEFENSE:   
HIT POINTS: SPEED:   
ATTACK: DEFENSE:



### PROF. ELM'S MEMO

#### Headbutt Help

Once you've located TM 02, Headbutt, in Ilex Forest, you can use it in battle as an attack and outside of battle as an aid for catching Pokémons. Walk up to the small, triangular trees and press A. When asked if you'd like to use Headbutt, answer yes. Any Pokémons lurking in the trees will come tumbling to the ground. Check the chart on the next page for the Pokémons that you'll find by Headbutting trees.



## #187 HOPPIP

TYPE : GRASS/FLYING



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#187	#188	#189
SPLASH	NRM	-	-	40	-	-	-
SYNTHESIS	GRS	-	-	5	-	-	-
TAIL WHIP	NRM	-	100	30	5	5	5
TACKLE	NRM	35	95	35	10	10	10
POISONPOWDER	PSN	-	75	35	13	13	13
STUN SPORE	GRS	-	75	30	15	15	15
SLEEP POWDER	GRS	-	75	15	17	17	17
LEECH SEED	GRS	-	90	10	20	22	22
COTTON SPORE	GRS	-	85	40	25	29	33
MEGA DRAIN	GRS	40	100	10	30	36	44

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#187	#188	#189
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
45	FLASH	NRM	-	70	20	●	●	●

## #188 SKIPLOOM

HOPPIP LEVEL 18 → SKIPLOOM

TYPE : GRASS/FLYING

Height : 2'0"

Weight : 2 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

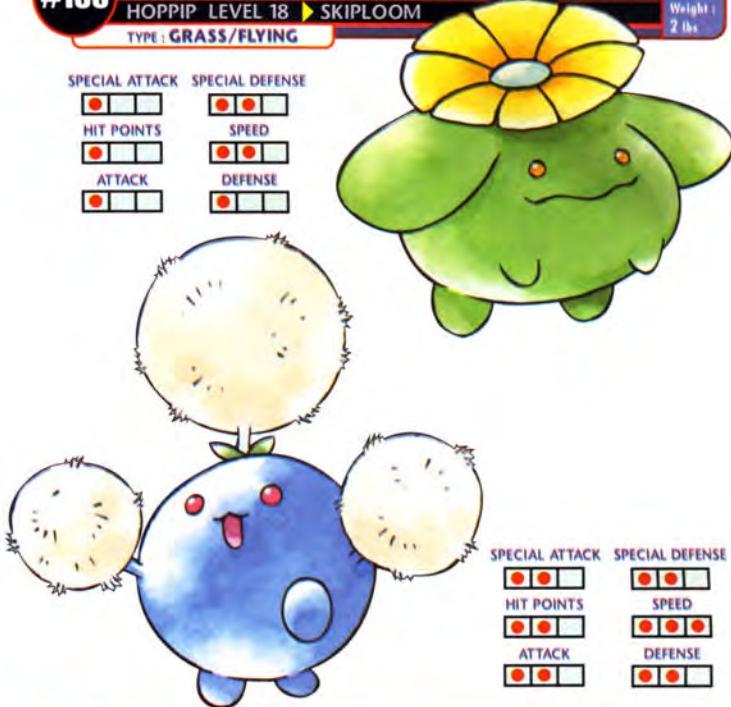
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HIT POINTS    SPEED

--	--

ATTACK    DEFENSE

--	--



## #189 JUMPLUFF

SKIPLOOM LEVEL 27 → JUMPLUFF

TYPE : GRASS/FLYING

Height : 2'7"

Weight : 7 lbs



### PROF. ELM'S MEMO

#### Headbutt Pokémon

Pokémon indicated in black are relatively common.  
Pokémon indicated in white are relatively rare.

#### GOLD



#10 CATERPIE



#11 METAPOD



#12 BUTTERFREE



#102 EXEGGUTE



#204 PINEO

#### SILVER



#13 WEEDLE



#14 KAKUNA



#15 BEEDRILL



#102 EXEGGUTOR



#204 PINEO

#### Wooded Area



#21 SPEAROW



#214 HERACROSS

#### Mountain Area



#190 AIPO



#21 SPEAROW



#214 HERACROSS



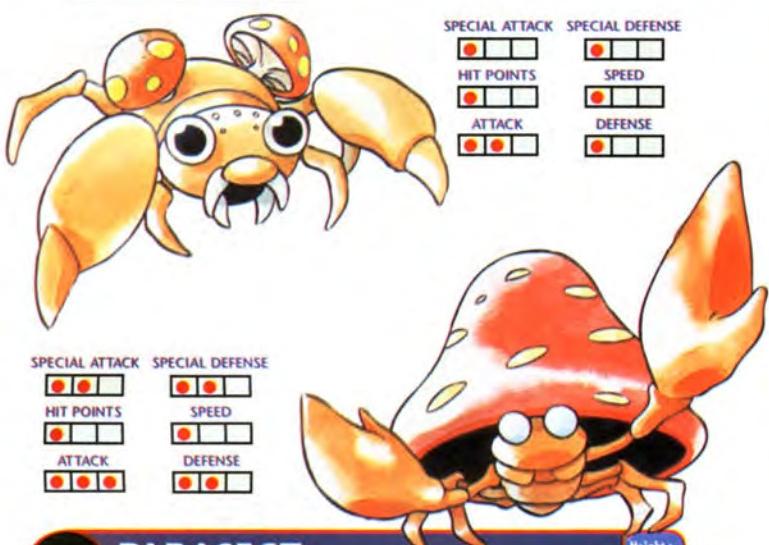
#190 AIPO

# Pokémon

## #46 PARAS

TYPE: BUG/GRASS

Height:  
1'0"  
Weight:  
12 lbs



## #47 PARASECT

PARAS LEVEL 24 ▶ PARASECT

TYPE: BUG/GRASS

Height:  
3'3"  
Weight:  
65 lbs

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#46	#47
SCRATCH	NRM	40	100	35	-	-
STUN SPORKE	GRS	-	75	30	7	7
POISONPOWDER	PSN	-	75	35	13	13
LEECH LIFE	BUG	20	100	15	19	19
SPORE	GRS	-	100	15	25	28
SLASH	NRM	70	100	20	31	37
GROWTH	NRM	-	-	40	37	46
GIGA DRAIN	GRS	60	100	5	43	55

### TM & HM ABILITIES

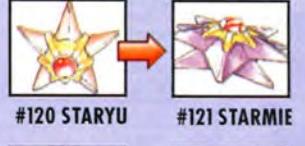
#	ATTACK	TYPE	BA	AC	PP	#46	#47
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
51	CUT	NRM	50	95	30	●	●
55	FLASH	NRM	-	70	20	●	●

## PROF. ELM'S MEMO

### Stone Evolution

My Pokémon studies show that many Pokémons need Evolution Stones to evolve. One new type of stone, the Sun Stone, has recently been discovered. Other Evolution Stones include the Water Stone, the Fire Stone, the Thunder Stone, the Leaf Stone and the Moon Stone.

### Water Stone



### Moon Stone



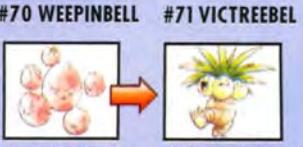
### Fire Stone



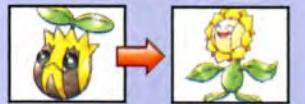
### Thunder Stone



### Leaf Stone

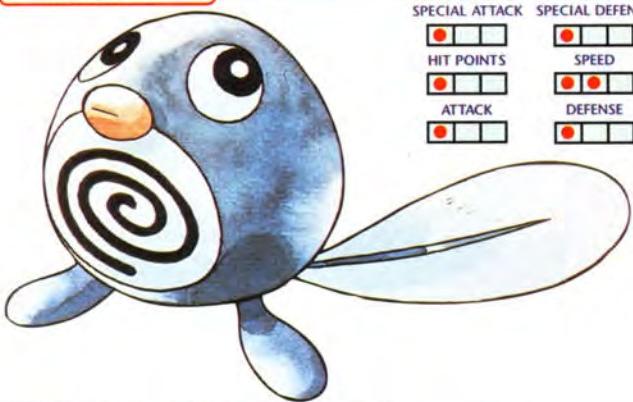


### Sun Stone



**#60 POLIWAG**

TYPE : WATER


 Height :  
2'0"  
Weight :  
27 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
BUBBLE	WTR	20	100	30	-	-	-	-
HYPNOSIS	PSY	-	60	20	7	7	-	-
WATER GUN	WTR	40	100	25	13	13	-	-
DOUBLESLAP	NRM	15	85	10	19	19	-	-
RAIN DANCE	WTR	-	-	5	25	27	-	-
BODY SLAM	NRM	85	100	15	31	35	-	-
SUBMISSION	FTG	80	80	25	-	-	35	-
PERISH SONG	NRM	-	-	5	-	-	-	35
BELLY DRUM	NRM	-	-	10	37	43	-	-
HYDRO PUMP	WTR	120	80	5	43	51	-	-
MIND READER	NRM	-	100	5	-	-	51	-
SWAGGER	NRM	-	90	15	-	-	-	51

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
01	DYNAMICPUNCH	FTG	100	50	5	-	●	●	-
02	HEADBUTT	NRM	70	100	15	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	●	●	-
16	ICY WIND	ICE	55	95	15	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	-	●	●	-
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●	●
43	DETECT	FTG	-	-	5	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
46	THIEF	DRK	40	100	10	●	●	●	●
H3	SURF	WTR	95	100	15	●	●	●	●
H4	STRENGTH	NRM	80	100	15	-	●	●	-
H6	WHIRLPOOL	WTR	15	70	15	●	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●	●

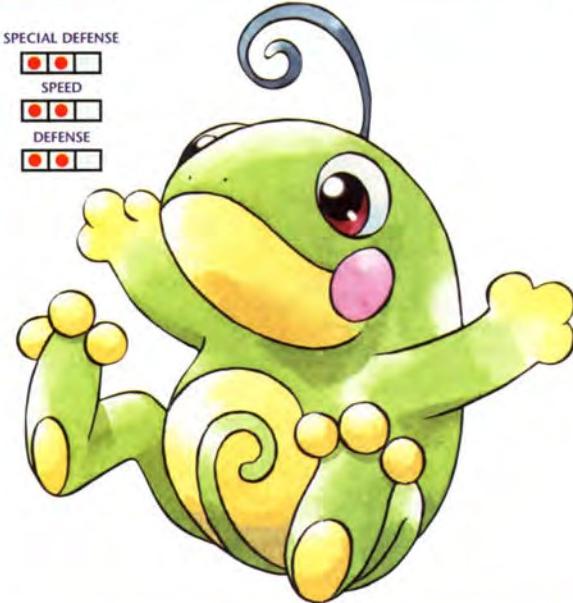
**#61 POLIWHIRL**
POLIWAG LEVEL 25 ► POLIWHIRL  
TYPE : WATER
 Height :  
3'3"  
Weight :  
44 lbs


SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

**#62 POLIWRATH**
POLIWHIRL Water Stone ► POLIWRATH  
TYPE : WATER/FIGHTING
 Height :  
4'3"  
Weight :  
119 lbs

**#186 POLITICOED**
POLIWHIRL King's Rock + TRADE ► POLITICOED  
TYPE : WATER
 Height :  
3'7"  
Weight :  
75 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●●	●●
●●	●●
●●	●●



# POKÉMON

#129 MAGIKARP

TYPE : WATER

SPECIAL ATTACK    SPECIAL DEFENSE




#130 GYARADOS

MAGIKARP LEVEL 20 ➤ GYARADOS  
TYPE : WATER/FLYING

SPECIAL ATTACK    SPECIAL DEFENSE




#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#129	#130
SPLASH	NRM	-	-	40	-	
TACKLE	NRM	35	95	35	15	
FLAIL	NRM	-	100	15	30	
THRASH	NRM	90	100	20	-	
BITE	DRK	60	100	25	-	20
DRAGON RAGE	DRG	-	100	10	-	25
LEER	NRM	-	100	30	-	30
TWISTER	DRG	40	100	20	-	35
HYDRO PUMP	WTR	120	80	5	-	40
RAIN DANCE	WTR	-	-	5	-	45
HYPERS BEAM	NRM	150	90	5	-	50

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#129	#130
02	HEADBUTT	NRM	70	100	15	-	●
03	CURSE	???	-	-	10	-	●
05	ROAR	NRM	-	100	20	-	●
06	TOXIC	PSN	-	85	10	-	●
07	ZAP CANNON	ELC	100	50	5	-	●
08	ROCK SMASH	FTG	20	100	15	-	●
10	HIDDEN POWER	NRM	-	100	15	-	●
13	SNORE	NRM	40	100	15	-	●
14	BLIZZARD	ICE	120	70	5	-	●
15	HYPERS BEAM	NRM	150	90	5	-	●
16	ICY WIND	ICE	55	95	15	-	●
17	PROTECT	NRM	-	-	10	-	●
18	RAIN DANCE	WTR	-	-	5	-	●
20	ENDURE	NRM	-	-	10	-	●
21	FRUSTRATION	NRM	-	100	20	-	●
24	DRAGONBREATH	DRG	60	100	20	-	●
25	THUNDER	ELC	120	70	10	-	●
27	RETURN	NRM	-	100	20	-	●
32	DOUBLE TEAM	NRM	-	-	15	-	●
34	SWAGGER	NRM	-	90	15	-	●
35	SLEEP TALK	NRM	-	-	10	-	●
37	SANDSTORM	RCK	-	-	10	-	●
38	FIRE BLAST	FIR	120	85	5	-	●
44	REST	PSY	-	-	10	-	●
45	ATTRACT	NRM	-	100	15	-	●
H3	SURF	WTR	95	100	15	-	●
H4	STRENGTH	NRM	80	100	15	-	●
H6	WHIRLPOOL	WTR	15	70	15	-	●
H7	WATERFALL	WTR	80	100	15	-	●

#118 GOLDEEN

TYPE : WATER

SPECIAL ATTACK    SPECIAL DEFENSE




#119 SEAKING

GOLDEEN LEVEL 33 ➤ SEAKING

TYPE : WATER

SPECIAL ATTACK    SPECIAL DEFENSE




#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#118	#119
PECK	FLY	35	100	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
SUPERSONIC	NRM	-	55	200	10	10
HORN ATTACK	NRM	65	100	25	15	15
FLAIL	NRM	-	100	15	24	24
FURY ATTACK	NRM	15	85	20	29	29
WATERFALL	WTR	80	100	15	38	41
HORN DRILL	NRM	-	30	5	43	49
AGILITY	PSY	-	-	30	52	61

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#118	#119
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPERS BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

#79

**SLOWPOKE**

TYPE : WATER/PSYCHIC

Height :  
3'11"  
Weight :  
79 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
●	●
● ●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#79	#80	#199
CURSE	???	-	-	10	-	-	-
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	6	6
WATER GUN	WTR	40	100	25	15	15	15
CONFUSION	PSY	50	100	25	20	20	20
DISABLE	NRM	-	55	20	29	29	29
HEADBUTT	NRM	70	100	15	34	34	34
WITHDRAW	WTR	-	-	40	-	37	-
AMNESIA	PSY	-	-	20	43	46	-
SWAGGER	NRM	-	90	15	-	43	-
PSYCHIC	PSY	90	100	10	48	54	48

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#79	#80	#199
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	-	-

#80

**SLOWBRO**

SLOWPOKE LEVEL 37 ► SLOWBRO

TYPE : WATER/PSYCHIC

Height :  
5'3"  
Weight :  
173 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ●	● ● ●	● ●	● ●	● ● ●	● ● ●
● ●	● ●	● ●	● ●	● ● ●	● ● ●

#199

**SLOWKING**

SLOWBRO King's Rock + TRADE ► SLOWKING

TYPE : WATER/PSYCHIC

Height :  
6'7"  
Weight :  
175 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ● ●	● ● ●
● ● ●	● ●



# POKÉMON

#43

## ODDISH

TYPE: GRASS/POISON



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ● ○ ○	● ● ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○

Height:

1'8"

Weight:

12 lbs

#44

## GLOOM

ODDISH LEVEL 21 ▶ GLOOM

TYPE: GRASS/POISON

Height:

2'7"

Weight:

19 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ○ ○	● ● ○ ○
○ ○ ○ ○	○ ○ ○ ○
○ ○ ○ ○	○ ○ ○ ○



#45

## VILEPLUME

GLOOM Leaf Stone ▶ VILEPLUME

TYPE: GRASS/POISON

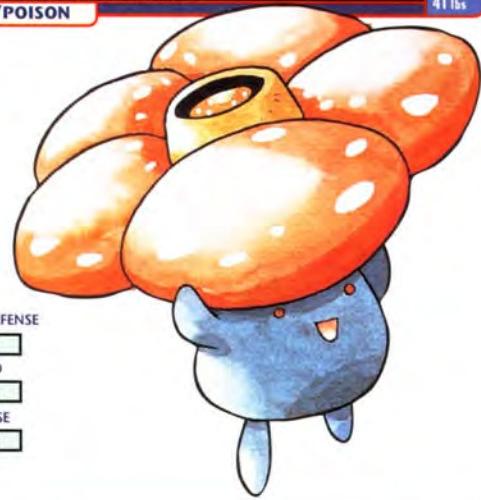
Height:

3'11"

Weight:

41 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ○ ○	● ● ○ ○
○ ○ ○ ○	○ ○ ○ ○
○ ○ ○ ○	○ ○ ○ ○



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
ABSORB	GRS	20	100	20	-	-	-	-
SWEET SCENT	NRM	-	100	20	7	7	-	-
POISONPOWDER	PSN	-	75	35	14	14	-	-
STUN SPORE	GRS	-	75	30	16	16	-	-
SLEEP POWDER	GRS	-	75	15	18	18	-	-
ACID	PSN	40	100	30	23	24	-	-
MOON LIGHT	NRM	-	-	5	32	35	-	-
PETAL DANCE	GRS	70	100	20	39	44	-	-
SOLARBEAM	GRS	120	100	10			55	

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●
15	HYPER BEAM	NRM	150	90	5				
17	PROTECT	NRM	-	-	10	●	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
46	CUT	NRM	50	95	30	●	●	●	●
48	FLASH	NRM	-	70	20	●	●	●	●

#182

## BELLOSSOM

GLOOM Sun Stone ▶ BELLOSSOM

TYPE: GRASS

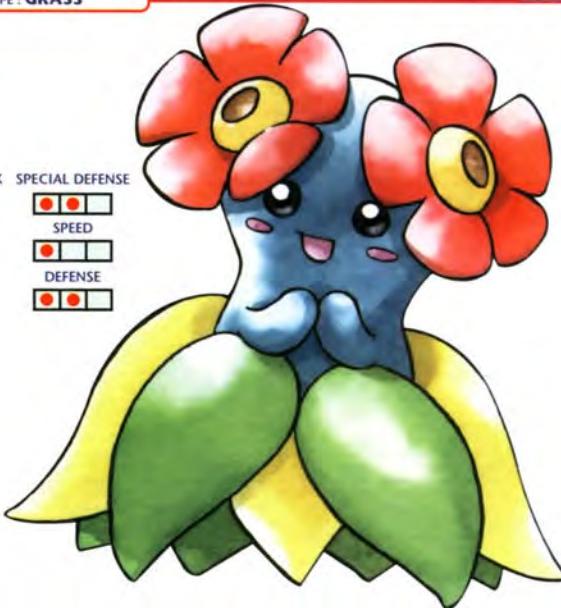
Height:

1'4"

Weight:

13 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ○ ○	● ● ○ ○
○ ○ ○ ○	○ ○ ○ ○
○ ○ ○ ○	○ ○ ○ ○



**#96 DROWZEE**

TYPE : PSYCHIC


 Height :  
3'3"  
Weight :  
71 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

**#97 HYPNO**

DROWZEE LEVEL 26 ▶ HYPNO

TYPE : PSYCHIC

 Height :  
5'3"  
Weight :  
167 lbs


SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#96	#97
POUND	NRM	40	100	35	-	-
HYPNOSIS	PSY	-	60	20	-	-
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	18	18
HEADBUTT	NRM	70	100	15	25	25
POISON GAS	PSN	-	55	40	31	33
MEDITATE	PSY	-	-	40	36	40
PSYCHIC	PSY	90	100	10	40	49
PSYCH UP	NRM	-	-	10	43	55
FUTURE SIGHT	PSY	80	90	15	45	60

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#96	#97
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	20	●	●


**PROF. ELM'S MEMO**
**Pokémon Eggs**

The Pokémon Daycare on Route 33 just south of Goldrod City is also a Pokémon Breeding Center. You can leave two of your Pokémon in the care of the couple that staffs the center. If the two Pokémon get along very well, they may also produce an Egg. While Pokémon science hasn't yet discovered exactly how the Eggs are produced, it does recognize that the young Pokémon won't hatch from the Eggs unless they are traveling with a strong, healthy group of active Pokémon. You can walk outside the Daycare and press A to check on your Pokémon. You'll get a message that will let you know whether or not you'll be picking up an Egg.



I'm the DAY-CARE MAN. Want me to



It shows interest in DITTO.

**Check the Message**

Some messages mean you'll be getting an Egg, while others mean no Egg will be produced.



- It appears to care for other Pokémon
- It shows interest in the other Pokémon
- It's friendly with the other Pokémon
- It's brimming with energy
- It has no interest in the other Pokémon

# Pokémon

#63 ABRA

TYPE: PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ●	● ●
●	●



Height:  
2'11"  
Weight:  
43 lbs

#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#63	#64	#65
TELEPORT	PSY	-	-	20	-	-	-
KINESIS	PSY	-	80	15	-	-	-
CONFUSION	PSY	50	100	25	16	16	-
DISABLE	NRM	-	55	20	18	18	-
PSYBEAM	PSY	65	100	20	21	21	-
RECOVER	NRM	-	-	20	26	26	-
FUTURE SIGHT	PSY	80	90	15	31	31	-
PSYCHIC	PSY	90	100	10	38	38	-
REFLECT	PSY	-	-	20	45	45	-

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#63	#64	#65
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	-
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
HS	FLASH	NRM	-	70	20	●	●	●

#64 KADABRA

ABRA LEVEL 16 ▶ KADABRA  
TYPE: PSYCHIC

Height:  
4'3"  
Weight:  
125 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ●	● ●
●	●



SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ●	● ●
●	●

#65 ALAKAZAM

KADABRA TRADE ▶ ALAKAZAM  
TYPE: PSYCHIC

Height:  
4'11"  
Weight:  
106 lbs



#### PROF. ELM'S MEMO

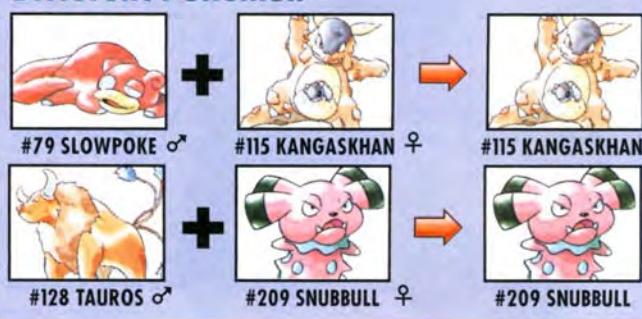
##### Pokémon Pairing

Many pairings can produce a Pokémon Egg. Two of the same Pokémon will produce a younger version of the same Pokémon. Two different Pokémon will most likely produce a Pokémon of the same species as the female Pokémon. The young Pokémon will share traits with both parents, however.

##### Same Pokémon



##### Different Pokémon



**#132 DITTO**

TYPE : NORMAL

Height :  
1'0"  
Weight :  
9 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#132
TRANSFORM	NRM	-	-	10	-

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#132
NONE						

**PROF. ELM'S MEMO****Pokémon Egg—Ditto**

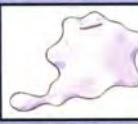
Some Pokémon are neither male nor female. The genderless Pokémon can produce Eggs if paired with a Ditto.

**Neuter**

#81 MAGNEMITE



#82 MAGNETON



#132 DITTO



#100 VOLTORB



#101 ELECTRODE



#120 STARYU



#121 STARMIE

**Ditto**

Not surprisingly, any Pokémon that can produce Eggs will produce Eggs when paired with a Ditto, whether the Pokémon is male, female or genderless. Every pairing with Ditto will produce a younger version of the other Pokémon—Pikachu and Ditto will produce a Pichu, Magneton and Ditto will produce a Magnemite, and Kangaskhan and Ditto will produce a Kangaskhan. If you want to create a younger version of a Pokémon that is exclusively male, like Tauros, you must pair it with a Ditto.


**#204 PINECO**

TYPE : BUG

Height :  
2'0"  
Weight :  
16 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●


**FORRETRESS**
PINECO LEVEL 31 ▶ FORRETRESS  
TYPE : BUG/STEELHeight :  
3'11"  
Weight :  
277 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#204	#205
TACKLE	NRM	35	95	35	-	-
PROTECT	NRM	-	-	10	-	-
SELFDESTRUCT	NRM	200	100	5	8	8
TAKE DOWN	NRM	90	85	20	15	15
RAPID SPIN	NRM	20	100	40	22	22
BIDE	NRM	-	100	10	29	29
EXPLOSION	NRM	250	100	5	36	39
SPIKES	GRD	-	-	20	43	49
DOUBLE-EDGE	NRM	120	100	15	50	59

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#204	#205
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# POKÉMON

#29 NIDORAN ♀

TYPE : POISON

Height :  
1'4"  
Weight :  
15 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#29	#30	#31
GROWL	NRM	-	100	40	-	-	
TACKLE	NRM	35	95	35	-	-	
SCRATCH	NRM	40	100	35	8	8	
DOUBLE KICK	FTG	30	100	30	12	12	
POISON STING	PSN	15	100	35	17	19	
BODY SLAM	NRM	85	100	15			23
TAIL WHIP	NRM	-	100	30	23	27	
BITE	DRK	60	100	25	30	36	
FURY SWIPES	NRM	18	80	15	38	46	

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#29	#30	#31
01	DYNAMICPUNCH	FTG	100	50	5			●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20			●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15		●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
16	ICY WIND	ICE	55	95	15			●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
26	EARTHQUAKE	GRD	100	100	10			●
27	RETURN	NRM	-	100	20	●	●	●
30	SHADOW BALL	GHO	80	100	15			●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15			●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10			●
38	FIRE BLAST	FIR	120	85	5			●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15			●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15			●
49	FURY CUTTER	BUG	10	95	20			●
H3	SURF	WTR	95	100	15			●
H4	STRENGTH	NRM	80	100	15	●	●	

#30 NIDORINA

NIDORAN ♀ LEVEL 16 ► NIDORINA  
TYPE : POISON

Height :  
2'7"  
Weight :  
44 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

#31 NIDOQUEEN

NIDORINA Moon Stone ► NIDOQUEEN  
TYPE : POISON/GROUND

Height :  
4'3"  
Weight :  
132 lbs

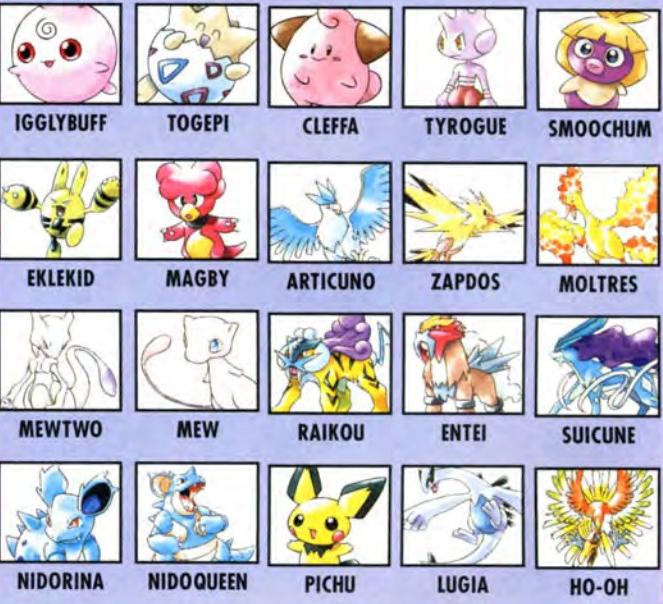


PROF. ELM'S MEMO

Pokémon Egg-ceptions

No Eggs

Some Pokémon will never produce Eggs, usually because they are pre-evolutions, one-of-a-kind or genderless. You can still leave them at the Pokéon Daycare to gain levels and attacks.



**#32 NIDORAN ♂**

TYPE : POISON

 Height :  
1'8"  
Weight :  
20 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
● ●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#32	#33	#34
LEER	NRM	-	100	30	-	-	-
TACKLE	NRM	35	95	35	-	-	-
HORN ATTACK	NRM	65	100	25	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	19	-
THRASH	NRM	90	100	20	-	23	-
FOCUS ENERGY	NRM	-	-	30	23	27	-
FURY ATTACK	NRM	15	85	20	30	36	-
HORN DRILL	NRM	-	30	5	38	46	-

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#32	#33	#34
01	DYNAMICPUNCH	FTG	100	50	5	-	-	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	-	-	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	-	-	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
16	ICY WIND	ICE	55	95	15	-	-	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
26	EARTHQUAKE	GRD	100	100	10	-	●	-
27	RETURN	NRM	-	100	20	●	●	●
30	SHADOW BALL	GHO	80	100	15	-	-	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	-	-	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	-	●	-
38	FIRE BLAST	FIR	120	85	5	-	-	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	-	-	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	-	-	●
49	FURY CUTTER	BUG	10	95	20	-	-	●
H3	SURF	WTR	95	100	15	-	●	-
H4	STRENGTH	NRM	80	100	15	●	●	-

**#33 NIDORINO**
NIDORANO♂ LEVEL 16 ► NIDORINO  
TYPE : POISON
 Height :  
2'11"  
Weight :  
43 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	●
● ●	● ●
● ●	●


**#34 NIDOKING**
NIDORINO Moon Stone ► NIDOKING  
TYPE : POISON/GROUND
 Height :  
4'7"  
Weight :  
137 lbs
**PROF. ELM'S MEMO****Pokémon Genders****Female Pokémon**

Some Pokémon are always female. Most, but not all, will produce Eggs with other Pokémon.

**Male Pokémon**

Some Pokémons are always male. Most, but not all, will produce Eggs with other Pokémons.

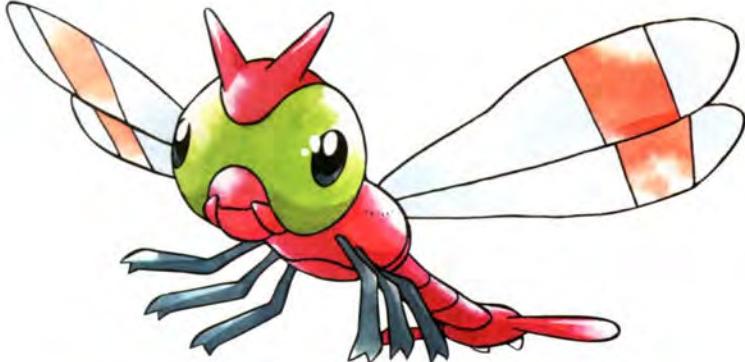


# POKÉMON

#193 YANMA

Height :  
3'11"  
Weight :  
84 lbs

TYPE : BUG/FLYING



SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED  
           

#191 SUNKERN

Height :  
1'0"  
Weight :  
4 lbs

TYPE : GRASS

SPECIAL ATTACK   SPECIAL DEFENSE  
       
 HIT POINTS   SPEED  
       
 ATTACK   DEFENSE  
   



#192 SUNFLORA

Height :  
2'7"  
Weight :  
19 lbs

SUNKERN Sun Stone ► SUNFLORA  
TYPE : GRASS

SPECIAL ATTACK   SPECIAL DEFENSE  
        
 HIT POINTS   SPEED  
        
 ATTACK   DEFENSE  
    



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#193
TACKLE	NRM	35	95	35	-
FORESIGHT	NRM	-	100	40	-
QUICK ATTACK	NRM	40	100	30	7
DOUBLE TEAM	NRM	-	-	15	13
SONICBOOM	NRM	-	90	20	19
DETECT	FTG	-	-	5	25
SUPERSONIC	NRM	-	55	20	31
SWIFT	NRM	60	-	20	37
SCREECH	NRM	-	85	40	43

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#193
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H5	FLASH	NRM	-	70	20	●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#191	#192
ABSORB	GRS	20	100	20	-	-
POUND	NRM	40	100	35	-	-
GROWTH	NRM	-	-	40	4	4
MEGA DRAIN	GRS	40	100	10	10	-
RAZOR LEAF	GRS	55	95	25	-	10
SUNNY DAY	FIR	-	-	5	19	19
SYNTHESIS	GRS	-	-	5	31	-
PETAL DANCE	GRS	70	100	20	-	31
GIGA DRAIN	GRS	60	100	5	46	-
SOLAR BEAM	GRS	120	100	10	-	46

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#191	#192
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	-	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H5	FLASH	NRM	-	70	20	●	●

**#102 EXEGGCUTE**

TYPE : GRASS/PSYCHIC

Height :  
1'4"  
Weight :  
14 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
██████	███
███	███
███	███


**#103 EXEGGUTOR**

EXEGGCUTE Leaf Stone ➤ EXEGGUTOR

TYPE : GRASS/PSYCHIC

Height :  
6'7"  
Weight :  
265 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
██████	███
███	███
███	███


**LEVEL-UP ABILITIES**

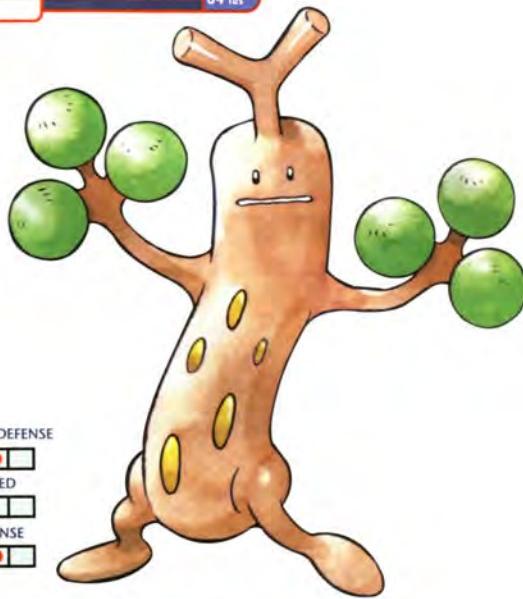
ATTACK	TYPE	BA	AC	PP	#102	#103
BARRAGE	NRM	15	85	20	-	-
HYPNOSIS	PSY	-	60	20	-	-
REFLECT	PSY	-	-	20	7	-
LEECH SEED	GRS	-	90	10	13	-
CONFUSION	PSY	50	100	25	19	-
STOMP	NRM	65	100	20	-	19
STUN SPORE	GRS	-	75	30	25	-
POISONPOWDER	PSN	-	75	35	31	-
EGG BOMB	NRM	100	75	10	-	31
SLEEP POWDER	GRS	-	75	15	37	-
SOLAR BEAM	GRS	120	100	10	-	43

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#102	#103
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

**#185 SUDOWOODO**

TYPE : ROCK

Height :  
3'11"  
Weight :  
84 lbs
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#185
ROCK THROW	RCK	50	90	15	-
MIMIC	NRM	-	100	10	-
FLAIL	NRM	-	100	15	10
LOW KICK	FTG	50	90	20	19
ROCK SLIDE	RCK	75	90	10	28
Faint Attack	DRK	60	-	20	37
SLAM	NRM	80	75	20	46

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#185
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
H4	STRENGTH	NRM	80	100	15	●

# Pokémon

#202 WOBBUFFET

TYPE : PSYCHIC

Height :  
4'3"  
Weight :  
63 lbs



SPECIAL ATTACK    SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>

HIT POINTS

SPEED

ATTACK

DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#202
COUNTER	FTG	-	100	20	-
MIRROR COAT	PSY	-	100	20	-
SAFEGUARD	NRM	-	-	25	-
DESTINY BOND	GHO	-	-	5	-

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#202
NONE						



## PROF. ELM'S MEMO

### Time Capsule

The day after you meet Bill in Ecruteak City's Pokémon Center, you will be able to use the Time Capsule to trade Pokémons between Red, Blue, or Yellow and Silver or Gold. When you trade Pokémons to Gold or Silver from the older games, the creatures may be carrying items.

#### ITEM      POKÉMON THAT MAY CARRY THE ITEM

BERRY	ARBOK, BELLSPROUT, CATERPIE, CUBONE, DIGLETT, DODUO, DROWZEE, EKANS, EXEGGCUTE, FEAROW, GASTLY, GEODUDE, GLOOM, GOLBAT, GRAVELER, GRIMER, GROWLTHE, HAUNTER, KADABRA, KAKUNA, KOFFING, MACHOKE, MAGIKARP, MAGNEMITE, MANKEY, MEOWTH, METAPOD, NIDORINA, NIDORINO, ODDISH, PARAS, PIDGEOTTO, PIDGEY, PIKACHU (R,B), POLIWAG, POLIWHIRL, PONYTA, PSYDUCK, RATICATE, RATTATA, RHYHORN, SANDSHREW, SANDSLASH, SEEL, SHELLDER, SLOWPOKE, SPEAROW, TENTACOOL, VENONAT, VOLTORB, VULPIX, WEEDLE, WEEPINBELL, ZUBAT
BITTER BERRY	AERODACTYL, BULBASAUR, CHARMANDER, DODRIO, DRAGONAIR, DRATINI, Eevee, ELECTABUZZ, FARFETCH'D, GYARADOS, HITMONCHAN, HITMONLEE, JYNX, KABUTO, KANGASKHAN, LAPRAS, LICKITUNG, MAGMAR, MEW, MR. MIME, OMANYTE, ONIX, PINSIR, PORYGON, SCYTHER, SQUIRTLE, TANGELA, TAUROS
BRICK PIECE	MACHOP
BRIGHT POWDER	ARTICUNO, MEWTWO, MOLTRES, ZAPDOS
GOLD BERRY	DUGTRIO, WIGGLYTUFF
GOLD LEAF	DEWGONG, GOLDUCK, HYPNO, MAROWAK, MUK, PARASECT, PRIMEAPE, RAICHU, SEADRA, SLOWBRO, VENOMOTH
LEFTOVERS	CLEFABLE, SNORLAX
LIGHT BALL	PIKACHU (GET FROM PROF. OAK IN YELLOW VERSION)
LUCKY PUNCH	CHANSEY
METAL POWDER	DITTO
MYSTERY BERRY	CLEFAIRY
POLKA DOT BOW	JIGGLYPUFF
PROTEIN	DRAGONAIR (WILD IN YELLOW VERSION)
SILVER LEAF	ELECTRODE, KINGLER, MAGNETON, RAPIDASH, RHYDON, SEAKING, TENTACRUEL, WEEZING
TWISTED SPOON	KADABRA (WILD IN YELLOW VERSION)
TM 09/PSYCH UP	ABRA
TM 33/ICE PUNCH	GOLDEEN, HORSEA, KRABBY, STARYU
TM 43/DETECT	NIDORAN ♀, NIDORAN ♂

#48 VENONAT

TYPE : BUG/POISON

Height :  
3'3"  
Weight :  
66 lbs



#49 VENOMOTH

VENONAT LEVEL 31 VENOMOTH

TYPE : BUG/POISON

Height :  
4'11"  
Weight :  
28 lbs



SPECIAL ATTACK    SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>

HIT POINTS

SPEED

ATTACK

DEFENSE

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#48	#49
TACKLE	NRM	35	95	35	-	-
DISABLE	NRM	-	55	20	-	-
FORESIGHT	NRM	-	100	40	-	-
SUPersonic	NRM	-	55	20	9	9
CONFUSION	PSY	50	100	25	17	17
POISONPOWDER	PSN	-	75	35	20	20
LEECH LIFE	BUG	20	100	15	25	25
STUN SPORE	GRS	-	75	30	28	28
GUST	FLY	40	100	35	31	
PSYBEAM	PSY	65	100	20	33	36
SLEEP POWDER	GRS	-	75	15	36	42
PSYCHIC	PSY	90	100	10	41	52

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#48	#49
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H5	FLASH	NRM	-	70	20	●	

**#123 SCYTHER**

TYPE : BUG/FLYING


 Height :  
4'11"  
Weight :  
123 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

HIT POINTS		SPEED		
ATTACK		DEFENSE		

**#212 SCIZOR**

SCYTHER Metal Coat + TRADE ▶ SCIZOR

TYPE : BUG/STEEL


 Height :  
5'11"  
Weight :  
260 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

HIT POINTS		SPEED		
ATTACK		DEFENSE		

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#123	#212
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
FOCUS ENERGY	NRM	-	-	30	6	6
PURSUIT	DRK	40	100	20	12	12
FALSE SWIPE	NRM	40	100	40	18	18
AGILITY	PSY	-	-	30	24	24
WING ATTACK	FLY	60	100	35	30	-
METAL CLAW	STL	50	95	35	-	30
SLASH	NRM	70	100	20	36	36
SWORDS DANCE	NRM	-	-	30	42	42
DOUBLE TEAM	NRM	-	-	15	48	48

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#123	#212
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	RCK	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

**#127 PINSIR**

TYPE : BUG

 Height :  
4'11"  
Weight :  
121 lbs


SPECIAL ATTACK    SPECIAL DEFENSE

HIT POINTS		SPEED				
ATTACK		DEFENSE				

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#127
VICEGRIP	NRM	55	100	30	-
FOCUS ENERGY	NRM	-	-	30	7
BIND	NRM	15	75	20	13
SEISMIC TOSS	FTG	-	100	20	19
HARDEN	NRM	-	-	30	25
GUILLOTINE	NRM	-	30	5	31
SUBMISSION	FTG	80	80	25	37
SWORDS DANCE	NRM	-	-	30	43

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#127
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

# POKÉMON

## #214 HERACROSS

TYPE : BUG/FIGHTING

Height:  
4'11"  
Weight:  
119 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ●	● ●	● ● ●	● ●	● ●	● ●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#214
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	-
HORN ATTACK	NRM	65	100	25	6
ENDURE	NRM	-	-	10	12
FURY ATTACK	NRM	15	85	20	19
COUNTER	FTG	-	100	20	27
TAKE DOWN	NRM	90	85	20	35
REVERSAL	FTG	-	100	15	44
MEGAHORN	BUG	120	85	10	54

### TM & HM ABILITIES

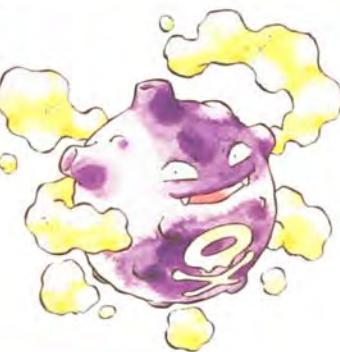
#	ATTACK	TYPE	BA	AC	PP	#214
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

## #109 KOFFING

TYPE : POISON

Height:  
2'0"  
Weight:  
2 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



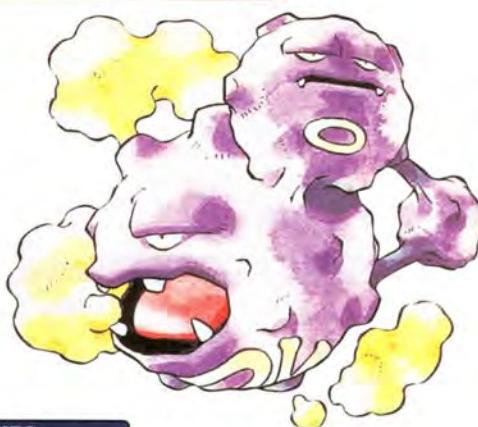
## #110 WEEZING

KOFFING LEVEL 35 → WEEZING

TYPE : POISON

Height:  
3'11"  
Weight:  
21 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#109	#110
POISON GAS	PSN	-	55	40	-	-
TACKLE	NRM	35	95	35	-	-
SMOG	PSN	20	70	20	9	9
SELFDESTRUCT	NRM	200	100	5	17	17
SLUDGE	PSN	65	100	20	21	21
SMOKESCREEN	NRM	-	100	20	25	25
HAZE	ICE	-	-	30	33	33
EXPLOSION	NRM	250	100	5	41	44
DESTINY BOND	GHO	-	-	5	45	51

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#109	#110
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5		
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●

**#88 GRIMER**  
TYPE : POISON

Height :  
2'11"  
Weight :  
66 lbs

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



**#89 MUK**  
GRIMER LEVEL 38 ► MUK  
TYPE : POISON

Height :  
3'11"  
Weight :  
66 lbs

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#88	#89
POISON GAS	PSN	-	55	40	-	-
POUND	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	5	33
DISABLE	NRM	-	55	20	10	37
SLUDGE	PSN	65	100	20	16	45
MINIMIZE	NRM	-	-	20	23	45
SCREECH	NRM	-	85	40	31	45
ACID ARMOR	PSN	-	-	40	40	45
SLUDGE BOMB	PSN	90	100	10	50	60

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#88	#89
01	DYNAMICPUNCH	FTG	100	50	5	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●

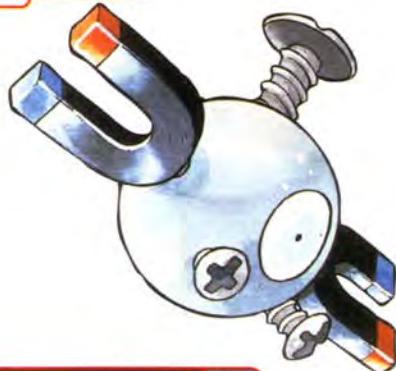
**#81 MAGNEMITE**

TYPE : ELECTRIC/STEEL

Height :  
1'0"  
Weight :  
13 lbs

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

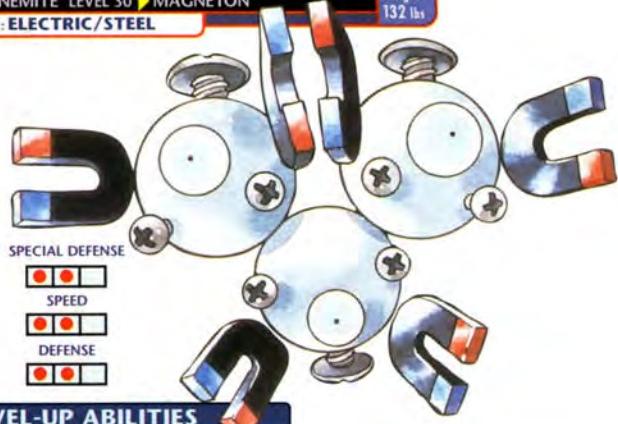


**#82 MAGNETON**

MAGNEMITE LEVEL 30 ► MAGNETON  
TYPE : ELECTRIC/STEEL

Height :  
3'3"  
Weight :  
132 lbs

TYPE : ELECTRIC/STEEL



LEVEL-UP ABILITIES

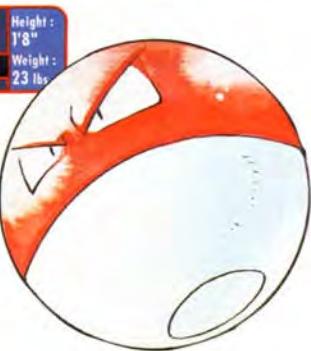
ATTACK	TYPE	BA	AC	PP	#81	#82
TACKLE	NRM	35	95	35	-	-
THUNDESSHOCK	ELC	40	100	30	6	6
SUPersonic	NRM	-	55	20	11	11
SONICBOOM	NRM	-	90	20	16	16
THUNDER WAVE	ELC	-	100	20	21	21
LOCK-ON	NRM	-	100	5	27	27
SWIFT	NRM	60	-	20	33	35
SCREECH	NRM	-	85	40	39	43
ZAP CANNON	ELC	100	50	5	45	53

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#81	#82
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	FLASH	NRM	-	70	20	●	●

## #100 VOLTORB

TYPE : ELECTRIC



Height :  
1'8"  
Weight :  
23 lbs

## #101 ELECTRODE

VOLTORB LEVEL 30 → ELECTRODE

TYPE : ELECTRIC



Height :  
3'11"  
Weight :  
147 lbs

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#100	#101
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	9	9
SONICBOOM	NRM	-	90	20	17	17
SELFDESTRUCT	NRM	200	100	5	23	23
ROLLOUT	RCK	30	90	20	29	29
LIGHT SCREEN	PSY	-	-	30	33	34
SWIFT	NRM	60	-	20	37	40
EXPLOSION	NRM	250	100	5	39	44
MIRROR COAT	PSY	-	100	20	41	48

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#100	#101
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	
32	DOUBLE TEAM	NRM	-	-	15	●	
34	SWAGGER	NRM	-	90	15	●	
35	SLEEP TALK	NRM	-	-	10	●	
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	
H5	FLASH	NRM	-	70	20	●	●

## #190 AIPOM

TYPE : NORMAL



Height :  
2'7"  
Weight :  
25 lbs

### SPECIAL ATTACK SPECIAL DEFENSE

●	●	●	●
●	●	●	●
●	●	●	●
●	●	●	●

HIT POINTS SPEED

ATTACK DEFENSE

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#190
SCRATCH	NRM	40	100	35	-
TAIL WHIP	NRM	-	100	30	-
SAND-ATTACK	GRD	-	100	15	6
BATON PASS	NRM	-	-	40	12
FURY SWIPES	NRM	18	80	15	19
SWIFT	NRM	60	-	20	27
SCREECH	NRM	-	85	40	36
AGILITY	PSY	-	-	30	46

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#190
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

**#209 SNUBBULL**

TYPE : NORMAL

Height :  
2'0"  
Weight :  
17 lbs



**#210 GRANBULL**

SNUBBULL LEVEL 23 → GRANBULL  
TYPE : NORMAL

Height :  
4'7"  
Weight :  
107 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●
●	●
●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#209	#210
TACKLE	NRM	35	95	35	-	-
SCARY FACE	NRM	-	90	10	-	-
TAIL WHIP	NRM	-	100	30	4	4
CHARM	NRM	-	100	20	8	8
BITE	DRK	60	100	25	13	13
LICK	GHO	20	100	30	19	19
ROAR	NRM	-	100	20	26	28
RAGE	NRM	20	100	20	34	38
TAKEDOWN	NRM	90	85	20	43	51

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#209	#210
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

**#37 VULPIX**

TYPE : FIRE

Height :  
2'0"  
Weight :  
22 lbs



**#38 NINETALES**

VULPIX Fire Stone → NINETALES

TYPE : FIRE

Height :  
3'7"  
Weight :  
44 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●
●	●
●	●



**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#37	#38
EMBER	FIR	40	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	-
ROAR	NRM	-	100	20	13	-
CONFUSE RAY	GHO	-	100	10	19	-
SAFEGUARD	NRM	-	-	25	25	-
FLAMETHROWER	FIR	95	100	15	31	-
FIRE SPIN	FIR	15	70	15	37	43

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#37	#38
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

# POKÉMON

**#58 GROWLITHE**

TYPE : FIRE



Height :  
2'4"  
Weight :  
42 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ●	● ●

**#59 ARCANINE**

GROWLITHE Fire Stone → ARCANINE  
TYPE : FIRE

Height :  
6'3"  
Weight :  
342 lbs



SPECIAL ATTACK    SPECIAL DEFENSE

● ● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ● ●	● ● ●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#58	#59
BITE	DRK	60	100	25	-	
ROAR	NRM	-	100	20	-	-
EMBER	FIR	40	100	25	9	
LEER	NRM	-	100	30	18	-
TAKE DOWN	NRM	90	85	20	26	-
FLAME WHEEL	FIR	60	100	25	34	-
AGILITY	PSY	-	-	30	42	
FLAMETHROWER	FIR	95	100	15	50	
EXTREME SPEED	NRM	80	100	5		50

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#58	#59
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5		●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

**#234 STANTLER**

TYPE : NORMAL

Height :  
4'7"  
Weight :  
157 lbs

SPECIAL ATTACK	● ●	SPECIAL DEFENSE	● ●
HIT POINTS	● ●	SPEED	● ●
ATTACK	● ●	DEFENSE	● ●
DEFENSE	● ● ●		



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#234
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	8
HYPNOSIS	PSY	-	60	20	15
STOMP	NRM	65	100	20	23
SAND-ATTACK	GRD	-	100	15	31
TAKE DOWN	NRM	90	85	20	40
CONFUSE RAY	GHO	-	100	10	49

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#234
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

**#183 MARILL**  
TYPE : WATER

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ● ●	● ●
● ●	● ●



**#184 AZUMARILL**  
MARILL LEVEL 18 ▶ AZUMARILL  
TYPE : WATER

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ● ●	● ●
● ●	● ●



#### LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#183	#184
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	3	3
TAIL WHIP	NRM	-	100	30	6	6
WATER GUN	WTR	40	100	25	10	10
ROLLOUT	RCK	30	90	20	15	15
BUBBLEBEAM	WTR	65	100	20	21	25
DOUBLE-EDGE	NRM	120	100	15	28	36
RAIN DANCE	WTR	-	-	5	36	48

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#183	#184
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

**#50 DIGLETT**  
TYPE : GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●



**#51 DUGTRIO**  
DIGLETT LEVEL 26 ▶ DUGTRIO  
TYPE : GROUND

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ● ●	● ●
● ●	● ●



#### LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#50	#51
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	5
MAGNITUDE	GRD	-	100	30	9	9
DIG	GRD	60	100	10	17	17
SAND-ATTACK	GRD	-	100	15	25	25
SLASH	NRM	70	100	20	33	37
EARTHQUAKE	GRD	100	100	10	41	49
FISSURE	GRD	-	30	5	49	61

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#50	#51
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H1	CUT	NRM	50	95	30	●	●

# POKÉMON

#56 MANKEY

TYPE : FIGHTING

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>

Height :  
1'8"  
Weight :  
62 lbs



#57 PRIMEAPE

MANKEY LEVEL 28 PRIMEAPE

TYPE : FIGHTING

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>

Height :  
3'3"  
Weight :  
71 lbs



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#56	#57
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LOW KICK	FTG	50	90	20	9	9
KARATE CHOP	FTG	50	100	25	15	15
FURY SWIPES	NRM	18	80	15	21	21
FOCUS ENERGY	NRM	-	-	30	27	27
RAGE	NRM	20	100	20	-	28
SEISMIC TOSS	FTG	-	100	20	33	36
CROSS CHOP	FTG	100	80	5	39	45
SCREECH	NRM	-	85	40	45	54
THRASH	NRM	90	100	20	51	63

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#56	#57
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	NRM	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#52 MEOWTH

TYPE : NORMAL

Height :  
1'4"  
Weight :  
9 lbs

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>



#53 PERSIAN

MEOWTH LEVEL 28 PERSIAN

TYPE : NORMAL

Height :  
3'3"  
Weight :  
71 lbs

SPECIAL ATTACK SPECIAL DEFENSE

<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#52	#53
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	-	-
BITE	DRK	60	100	25	11	11
PAY DAY	NRM	40	100	20	20	20
FAINT ATTACK	DRK	60	-	20	28	29
SCREECH	NRM	-	85	40	35	38
FURY SWIPES	NRM	18	80	15	41	46
SLASH	NRM	70	100	20	46	53

### TM & HM ABILITIES

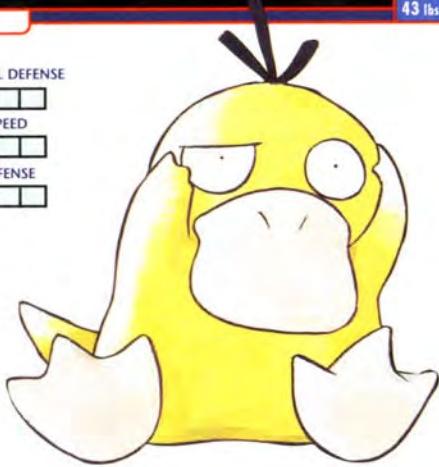
#	ATTACK	TYPE	BA	AC	PP	#52	#53
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

**#54 PSYDUCK**

TYPE : WATER

 Height :  
2'7"  
Weight :  
43 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	●
● ●	● ●
● ●	●


**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#54	#55
SCRATCH	NRM	40	100	35	-	-
TAIL WHIP	NRM	-	100	30	5	5
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	16	16
SCREECH	NRM	-	85	40	23	23
PSYCH UP	NRM	-	-	10	31	31
FURY SWIPES	NRM	18	80	15	40	44
HYDRO PUMP	WTR	120	80	5	50	58

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#54	#55
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

**#55 GOLDUCK**

PSYDUCK LEVEL 33 ► GOLDUCK

TYPE : WATER

 Height :  
5'7"  
Weight :  
169 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ●	● ●
● ●	● ●


**PROF. ELM'S MEMO**

**Wild Pokémon Items**

During the course of my research and Pokémon collecting, I have often captured wild Pokémon that are holding items. Below is my list of wild Pokémon and the items they might be holding when you capture them. The Pokémon shown in red will always be holding the item listed.

RED NAME	ALWAYS
BLUE NAME	SOMETIMES
BLACK NAME	RARELY

**ITEM**      **POKÉMON**

GOLD BERRY	FURRET
KING'S ROCK	POLIWHIRL, SLOWBRO, SLOWPOKE
BIG MUSHROOM	PARAS
BIG PEARL	SHELLDER
EVERSTONE	GEODUDE, GRAVELER
BERRY	FURRET, PIKACHU, SENTRET, SHUCKLE
SILVER POWDER	BUTTERFREE
NUGGET	GRIMER, MUK
ICE BERRY	JYNX
LUCKY EGG	CHANSEY
PEARL	SHELLDER
SHARP BEAK	DODRIO, FEAROW
SACRED ASH	HO-OH
QUICK CLAW	SNEASEL
LEFTOVERS	SNORLAX
TINY MUSHROOM	PARAS
MOON STONE	CLEFAIRY
POISON BARB	BEEDRILL
STICK	FARFETCH'D
SPELL TAG	MISDREAVUS
MYSTERY BERRY	CLEFAIRY, MR. MIME
THICK CLUB	CUBONE, MAROWAK
STAR PIECE	STARYU
STARDUST	STARYU
METAL COAT	MAGNEMITE
MOOMOO MILK	MILTANK
BURNT BERRY	VULPIX, GROWLTHE, MAGMAR
DRAGON SCALE	DRAGONAIR, DRATINI, HORSEA, SEADRA



# POKÉMON

#66 MACHOP

TYPE : FIGHTING



Height :  
2'7"  
Weight :  
43 lbs

#67 MACHOKE

MACHOP LEVEL 28 ▶ MACHOKE  
TYPE : FIGHTING



Height :  
4'11"  
Weight :  
155 lbs

SPECIAL ATTACK    SPECIAL DEFENSE    ATTACK    DEFENSE    HIT POINTS    SPEED

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#66	#67	#68
LOW KICK	FTG	50	90	20	-	-	-
LEER	NRM	-	100	30	-	-	-
FOCUS ENERGY	NRM	-	-	30	7	8	8
KARATE CHOP	FTG	50	100	25	13	15	15
SEISMIC TOSS	FTG	-	100	20	19	19	19
FORESIGHT	NRM	-	100	40	25	25	25
VITAL THROW	FTG	70	100	10	31	34	34
CROSS CHOP	FTG	100	80	5	37	43	43
SCARY FACE	NRM	-	90	10	43	52	52
SUBMISSION	FTG	80	80	25	49	61	61

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#66	#67	#68
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●

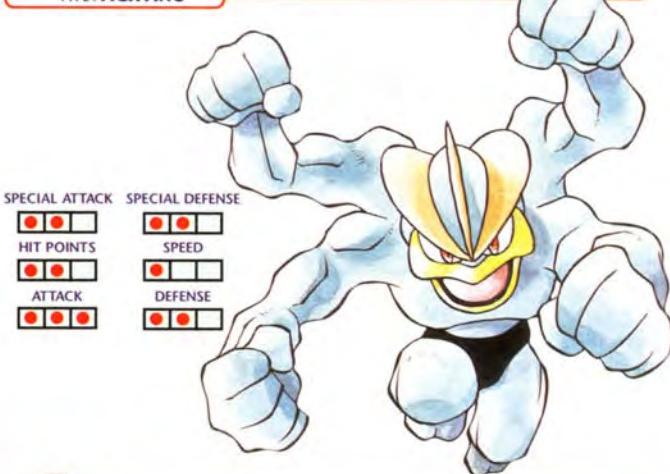
SPECIAL ATTACK    SPECIAL DEFENSE

HIT POINTS    SPEED  
ATTACK    DEFENSE

#68 MACHAMP

MACHOKE TRADE ▶ MACHAMP  
TYPE : FIGHTING

Height :  
5'3"  
Weight :  
287 lbs



SPECIAL ATTACK    SPECIAL DEFENSE

HIT POINTS    SPEED  
ATTACK    DEFENSE



### PROF. ELM'S MEMO

#### Trainers Calling

You may not like to give your phone number out to just any Trainer, but if you want to catch some of the rarest Pokémon in the game, you will want to give your number to the following six Trainers. Each one will call you for the usual Pokémon updates, but occasionally one will also let you know where a rare Pokémon is hiding, as listed below.



Fisherman  
Ralph  
Route 32

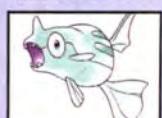


#209 SNUBBULL

Schoolboy  
Chad  
Route 38



Hiker  
Anthony  
Route 33



#223 REMORAID

Fisherman  
Wilton  
Route 44



Bug Catcher  
Arnie  
Route 35



#183 MARILL

Hiker  
Parry  
Route 45

**#236 TYROGUE**

TYPE : FIGHTING


 Height :  
2'4"  
Weight :  
46 lbs

SPECIAL ATTACK

SPECIAL DEFENSE

ATTACK

DEFENSE

HIT POINTS

SPEED

**#107 HITMONCHAN**

TYROGUE LEVEL 20 ATTACK&gt;DEFENSE ► HITMONCHAN

TYPE : FIGHTING


 Height :  
4'7"  
Weight :  
111 lbs

SPECIAL ATTACK

SPECIAL DEFENSE

ATTACK

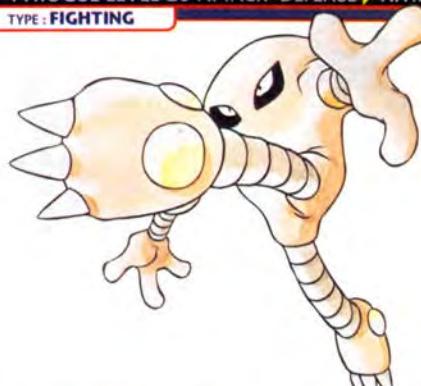
DEFENSE

HIT POINTS

SPEED

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
TACKLE	NRM	35	95	35	-	-	-	-
DOUBLE KICK	FTG	30	100	30	-	-	-	-
COMET PUNCH	NRM	18	85	15	-	-	-	-
MEDITATE	PSY	-	-	40	6	-	-	-
ROLLING KICK	FTG	60	85	15	11	-	-	-
JUMP KICK	FTG	70	95	25	16	-	-	-
FOCUS ENERGY	NRM	-	-	30	21	7	-	-
HJ JUMP KICK	FTG	85	90	20	26	-	-	-
MIND READER	NRM	-	100	5	31	-	-	-
FORESIGHT	NRM	-	100	40	36	-	-	-
ENDURE	NRM	-	-	10	41	-	-	-
MEGA KICK	NRM	120	75	5	46	-	-	-
REVERSAL	FTG	-	100	15	51	-	-	-
AGILITY	PSY	-	-	30	7	37	-	-
PURSUIT	DRK	40	100	20	13	13	-	-
THUNDERPUNCH	ELC	75	100	15	26	-	-	-
ICE PUNCH	ICE	75	100	15	26	-	-	-
FIRE PUNCH	FIR	75	100	15	26	-	-	-
MACH PUNCH	FTG	40	100	30	32	-	-	-
MEGA PUNCH	NRM	80	85	20	38	-	-	-
DETECT	FTG	-	-	5	44	43	-	-
COUNTER	FTG	-	100	20	50	31	-	-
QUICK ATTACK	NRM	40	100	30	-	19	-	-
RAPID SPIN	NRM	20	100	40	-	25	-	-
TRIPLE KICK	FTG	10	90	10	-	49	-	-

**#106 HITMONLEE**
TYROGUE LEVEL 20 ATTACK>DEFENSE ► HITMONLEE  
TYPE : FIGHTING
 Height :  
4'11"  
Weight :  
110 lbs


SPECIAL ATTACK

SPECIAL DEFENSE

ATTACK

DEFENSE

HIT POINTS

SPEED

**#237 HITMONTOP**
TYROGUE LEVEL 20 ATTACK=DEFENSE ► HITMONTOP  
TYPE : FIGHTING
 Height :  
4'7"  
Weight :  
106 lbs


SPECIAL ATTACK

SPECIAL DEFENSE

ATTACK

DEFENSE

HIT POINTS

SPEED

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
28	DIG	GRD	60	100	10	-	-	-	-
31	MUD-SLAP	GRD	20	100	10	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
33	ICE PUNCH	ICE	75	100	15	-	-	-	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	-	-	-	●
43	DETECT	FTG	-	-	5	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
46	THEIF	DRK	40	100	10	●	●	●	●
48	FIRE PUNCH	FIR	75	100	15	-	-	-	●
H4	STRENGTH	NRM	80	100	15	●	●	●	●

# POKÉMON

#203 GIRAFARIG

TYPE: NORMAL/PSYCHIC

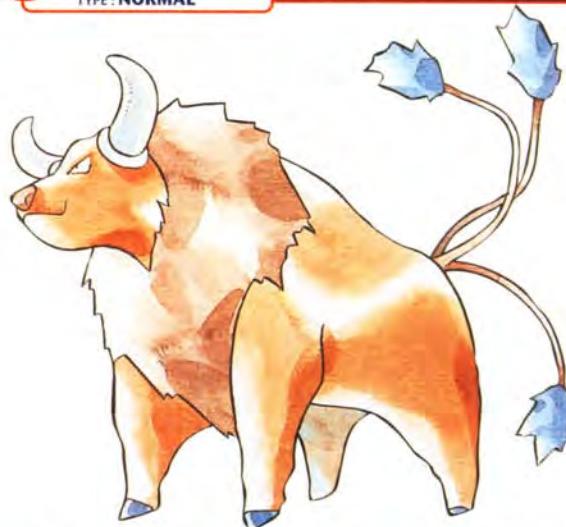
Height:  
4'11"  
Weight:  
91 lbs



#128 TAUROS

TYPE: NORMAL

Height:  
4'7"  
Weight:  
195 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#203
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	-
CONFUSION	PSY	50	100	25	7
STOMP	NRM	65	100	20	13
AGILITY	PSY	-	-	30	20
BATON PASS	NRM	-	-	40	30
PSYBEAM	PSY	65	100	20	41
CRUNCH	DRK	80	100	15	54

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#203
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	10	●
31	MUD-SLAP	NRM	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#128
TACKLE	NRM	35	95	35	-
TAIL WHIP	NRM	-	100	30	4
RAGE	NRM	20	100	20	8
HORN ATTACK	NRM	65	100	25	13
SCARY FACE	NRM	-	90	10	19
PURSUIT	DRK	40	100	20	26
REST	PSY	-	-	10	34
THRASH	NRM	90	100	20	43
TAKE DOWN	NRM	90	85	20	53

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#128
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

**#241 MILTANK**

TYPE : NORMAL


 Height :  
3'11"  
Weight :  
166 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#241
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	4
DEFENSE CURL	NRM	-	-	40	8
STOMP	NRM	65	100	20	13
MILK DRINK	NRM	-	-	10	19
BIDE	NRM	-	100	10	26
ROLLOUT	RCK	30	90	20	34
BODY SLAM	NRM	85	100	15	43
HEAL BELL	NRM	-	-	5	53

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#241
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	20	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

**#240 MAGBY**

TYPE : FIRE


 Height :  
2'4"  
Weight :  
47 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
●	● ●
ATTACK	DEFENSE
● ●	● ●

**#126 MAGMAR**

MAGBY LEVEL 30 ▶ MAGMAR

TYPE : FIRE


 Height :  
4'3"  
Weight :  
98 lbs

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#240	#126
EMBER	FIR	40	100	25	-	-
LEER	NRM	-	100	30	7	7
SMOG	PSN	20	70	20	13	13
FIRE PUNCH	FIR	75	100	15	19	19
SMOKESCREEN	NRM	-	100	20	25	25
SUNNY DAY	FIR	-	-	5	31	33
FLAMETHROWER	FIR	95	100	15	37	41
CONFUSE RAY	GHO	-	100	10	43	49
FIRE BLAST	FIR	120	85	5	49	57

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#240	#126
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #238 SMOOCHUM

TYPE : ICE/PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ○ ○	○ ○ ○
○ ○ ○	○ ○ ○

Height :  
1'4"  
Weight :  
13 lbs



## #124 JYNX

SMOOCHUM LEVEL 30 ➤ JYNX  
TYPE : ICE/PSYCHIC

Height :  
4'7"  
Weight :  
90 lbs



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#238	#124
POUND	NRM	40	100	35	-	-
LICK	GHO	20	100	30	-	-
SWEET KISS	NRM	-	75	10	9	
LOVELY KISS	NRM	-	75	10		9
POWDER SNOW	ICE	40	100	25	13	13
CONFUSION	PSY	50	100	25	21	
DOUBLESLAP	NRM	15	85	10		21
SING	NRM	-	55	15	25	
ICE PUNCH	ICE	75	100	15		25
MEAN LOOK	NRM	-	100	5	33	35
PSYCHIC	PSY	90	100	10	37	
BODY SLAM	NRM	85	100	15		41
PERISH SONG	NRM	-	-	5	45	51
BLIZZARD	ICE	120	70	5	49	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#238	#124
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15		●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5		●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

## #239 ELEKID

TYPE : ELECTRIC

## #125 ELECTABUZZ

ELEKID LEVEL 30 ➤ ELECTABUZZ  
TYPE : ELECTRIC

Height :  
3'7"  
Weight :  
66 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ○ ○
● ○ ○	○ ○ ○
○ ○ ○	○ ○ ○

Height :  
2'0"  
Weight :  
52 lbs

Height :  
2'0"  
Weight :  
52 lbs

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#239	#125
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
THUNDERPUNCH	ELC	75	100	15	9	9
LIGHT SCREEN	PSY	-	-	30	17	17
SWIFT	NRM	60	-	20	25	25
SCREECH	NRM	-	85	40	33	36
THUNDERBOLT	ELC	95	100	15	41	47
THUNDER	ELC	120	70	10	49	58

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#239	#125
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	85	10	●
06	TOXIC	PSN	-	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15		●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5		●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15		●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

**#122 MR. MIME**

TYPE : PSYCHIC



Height :  
4'3"  
Weight :  
110 lbs

SPECIAL ATTACK    SPECIAL DEFENSE    ATTACK    DEFENSE    HIT POINTS    SPEED

● ● ●	● ● ●	●	● ● ●	● ● ●	● ● ●
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**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#122
BARRIER	PSY	-	-	30	-
CONFUSION	PSY	50	100	25	6
SUBSTITUTE	NRM	-	-	10	11
MEDITATE	PSY	-	-	40	16
DOUBLESLAP	NRM	15	85	10	21
LIGHT SCREEN	PSY	-	-	30	26
REFLECT	PSY	-	-	20	26
ENCORE	NRM	-	100	5	31
PSYBEAM	PSY	65	100	20	36
BATON PASS	NRM	-	-	40	41
SAFEGUARD	NRM	-	-	25	46

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#122
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H5	FLASH	NRM	-	70	20	●

**#235 SMEARGLE**

TYPE : NORMAL



Height :  
3'11"  
Weight :  
128 lbs

SPECIAL ATTACK    SPECIAL DEFENSE    ATTACK    DEFENSE    HIT POINTS    SPEED

● ● ●	● ● ●	●	● ● ●	● ● ●	● ● ●
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**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#235
SKETCH	NRM	-	-	1	-
SKETCH	NRM	-	-	1	11
SKETCH	NRM	-	-	1	21
SKETCH	NRM	-	-	1	31
SKETCH	NRM	-	-	1	41
SKETCH	NRM	-	-	1	51
SKETCH	NRM	-	-	1	61
SKETCH	NRM	-	-	1	71
SKETCH	NRM	-	-	1	81
SKETCH	NRM	-	-	1	91

**TM & HM ABILITIES**

NONE



**PROF. ELM'S MEMO**

**Smeargle's Sketch**

Recent breakthroughs in Smeargle research show that it learns one attack, Sketch, which allows it to copy any Pokémon move from another Pokémon. It's not easy to teach the creature moves—patience is required. Moves learned during a Game Link battle will be forgotten after the battle is over, so if you want Smeargle to remember a move, teach it during an in-game battle. If you have two Game Paks and two Game Boy Colors, you can put a Pokémon with a move you want to copy as the only member of one Pak's party (preferably with just the one move as well), then Mystery Gift with the Pak that has Smeargle. Next, head to the Trainer House with Smeargle to battle—you will battle the Pokémon that has the move you want. Use Sketch to copy the move. Smeargle will learn Sketch several times as it gains levels, which means you can copy moves several more times until you have a very powerful Pokémon—so powerful, it may be banned in some competitions.

STANTLER	115\$	
SMEARGLE	122\$	
TYPE : ELECTRIC	20 / 20	THUNDER WAVE
	-	-

# POKÉMON

#83 FARFETCH'D

TYPE : NORMAL/FLYING



SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED  
● ●   ● ●   ● ●   ●   ● ●

#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#83
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	7
LEER	NRM	-	100	30	13
FURY ATTACK	NRM	15	85	20	19
SWORDS DANCE	NRM	-	-	30	25
AGILITY	PSY	-	-	30	31
SLASH	NRM	70	100	20	37
FALSE SWIPE	NRM	40	100	40	44

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#83
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

#177 NATU

TYPE : PSYCHIC/FLYING

Height : 0'8"  
Weight : 4 lbs  
 SPECIAL ATTACK   SPECIAL DEFENSE  
● ●   ● ●  
 HIT POINTS   SPEED  
● ●   ● ●  
 ATTACK   DEFENSE  
● ●   ● ●



#178 XATU

NATU LEVEL 25 ► XATU  
TYPE : PSYCHIC/FLYING

Height : 4'11"  
Weight : 33 lbs  
 SPECIAL ATTACK   SPECIAL DEFENSE  
● ● ●   ● ● ●  
 HIT POINTS   SPEED  
● ● ●   ● ● ●  
 ATTACK   DEFENSE  
● ● ●   ● ● ●

#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#177	#178
PECK	FLY	35	100	35	-	-
LEER	NRM	-	100	30	-	-
NIGHT SHADE	GHO	-	100	15	10	10
TELEPORT	PSY	-	-	20	20	20
FUTURE SIGHT	PSY	80	90	15	30	35
CONFUSE RAY	GHO	-	100	10	40	50
PSYCHIC	PSY	90	100	10	50	65

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#177	#178
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

**#211 QWILFISH**

TYPE: WATER/POISON

 Height:  
1'8"  
Weight:  
9 lbs

 SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED  
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#211
TACKLE	NRM	35	95	35	-
POISON STING	PSN	15	100	35	-
HARDEN	NRM	-	-	30	10
MINIMIZE	NRM	-	-	20	10
WATER GUN	WTR	40	100	25	19
PIN MISSILE	BUG	14	85	20	28
TAKE DOWN	NRM	90	85	20	37
HYDRO PUMP	WTR	120	80	5	46

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#211
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

**#72 TENTACOOL**

TYPE: WATER/POISON

 Height:  
2'11"  
Weight:  
100 lbs

**#73 TENTACRUEL**
TENTACOOL LEVEL 30 ► TENTACRUEL  
TYPE: WATER/POISON
 Height:  
5'3"  
Weight:  
121 lbs

 SPECIAL ATTACK   SPECIAL DEFENSE  

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#72	#73
POISON STING	PSN	15	100	35	-	-
SUPersonic	NRM	-	55	20	6	6
CONstrict	NRM	10	100	35	12	12
ACID	PSN	40	100	30	19	19
BUBBLEBEAM	WTR	65	100	20	25	25
WRAP	NRM	15	85	20	30	30
BARRIER	PSY	-	-	30	36	38
SCREECH	NRM	-	85	40	43	47
HYDRO PUMP	WTR	120	80	5	49	55

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#72	#73
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

# POKEMON

#98

## KRABBY

TYPE : WATER

Height :  
1'4"  
Weight :  
14 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●



#99

## KINGLER

KRABBY LEVEL 28 → KINGLER

TYPE : WATER

Height :  
4'3"  
Weight :  
132 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
HIT POINTS	SPEED
● ● ●	● ● ●
ATTACK	DEFENSE
● ● ●	● ● ●



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#98	#99
BUBBLE	WTR	20	100	30	-	-
LEER	NRM	-	100	30	5	5
VICEGRIP	NRM	66	100	30	12	12
HARDEN	NRM	-	-	30	16	16
STOMP	NRM	65	100	20	23	23
GUILLOTINE	NRM	-	30	5	27	27
PROTECT	NRM	-	-	10	34	38
CRABHAMMER	WTR	90	85	10	41	49

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#98	#99
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#213

## SHUCKLE

TYPE : BUG/ROCK

Height :  
2'0"  
Weight :  
45 lbs

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

ATTACK DEFENSE HIT POINTS SPEED

●	● ● ●
●	● ● ●

SPECIAL ATTACK SPECIAL DEFENSE

●	● ● ●
●	● ● ●

**#120 STARYU**

TYPE: WATER

Height:  
2'7"  
Weight:  
76 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**#121 STARMIE**
STARYU Water Stone → STARMIE  
TYPE: WATER/PSYCHICHeight:  
3'7"  
Weight:  
176 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#120	#121
TACKLE	NRM	35	95	35	-	-
HARDEN	NRM	-	-	30	2	
WATER GUN	WTR	40	100	25	7	
RAPID SPIN	NRM	20	100	40	13	-
RECOVER	NRM	-	-	20	19	-
SWIFT	NRM	60	-	20	25	
BUBBLEBEAM	WTR	65	100	20	31	-
MINIMIZE	NRM	-	-	20	37	
CONFUSE RAY	GHO	-	100	10		37
LIGHT SCREEN	PSY	-	-	30	43	
HYDRO PUMP	WTR	120	80	5	50	

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#120	#121
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

**#90 SHELLDER**

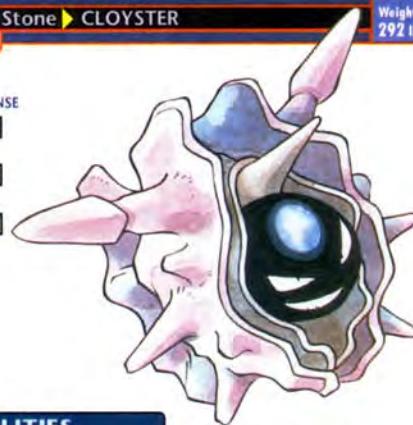
TYPE: WATER

Height:  
1'0"  
Weight:  
9 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**#91 CLOYSTER**
SHELLDER Water Stone → CLOYSTER  
TYPE: WATER/ICEHeight:  
4'11"  
Weight:  
292 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#90	#91
TACKLE	NRM	35	95	35	-	
WITHDRAW	WTR	-	-	40	-	-
SUPERSONIC	NRM	-	55	20	9	-
AURORA BEAM	ICE	65	100	20	17	-
PROTECT	NRM	-	-	10	25	-
LEER	NRM	-	100	30	33	
CLAMP	WTR	35	75	10	41	
SPIKE CANNON	NRM	20	100	15		41
ICE BEAM	ICE	95	100	10	49	

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#90	#91
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

#222 CORSOLA

TYPE: WATER/ROCK

**Height :  
2'0"  
Weight :  
11 lbs**



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#222
TACKLE	NRM	35	95	35	-
HARDEN	NRM	-	-	30	7
BUBBLE	WTR	20	100	30	13
RECOVER	NRM	-	-	20	19
BUBBLEBEAM	WTR	65	100	20	25
SPIKE CANNON	NRM	20	100	15	31
MIRROR COAT	PSY	-	100	20	37
ANCIENT POWER	RCK	60	100	5	43

#### **TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#222
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

#223 REMORAIL

TYPE: WATER

Height :  
2'0"  
Weight :  
26 lbs



#224 OCTILLERY

**REMORAID LEVEL 25 ► OCTILLERY**

Height :  
2'11"  
Weight :

#### SPECIAL ATTACK SPECIAL DEFENSE

SPECIAL ATTACK    SPECIAL DEFENSE

A horizontal row of five circles. The first three are red, and the last two are red, with a light blue circle positioned next to the second red circle.

HIT POINTS	SPEED
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## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#223	#224
WATER GUN	WTR	40	100	25	-	-
LOCK-ON	NRM	-	100	5	11	
CONSTRIC	NRM	10	100	35		11
PSYBEAM	PSY	65	100	20	22	22
AURORA BEAM	ICE	65	100	20	22	22
BUBBLEBEAM	WTR	65	100	20	22	22
OCTAZOOKA	WTR	65	85	10		25
FOCUS ENERGY	NRM	-	-	30	33	38
ICE BEAM	ICE	95	100	10	44	54
HYPER BEAM	NRM	150	90	5	55	70

#### **TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#223	#224
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

## #170 CHINCHOU

TYPE : WATER/ELECTRIC

Height :  
1'8"  
Weight :  
26 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
●	●



## #171 LANTURN

CHINCHOU LEVEL 27 ▶ LANTURN

TYPE : WATER/ELECTRIC

Height :  
3'11"  
Weight :  
50 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
●	●



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#170	#171
BUBBLE	WTR	20	100	30	-	-
THUNDER WAVE	ELC	-	100	20	-	-
SUPersonic	NRM	-	55	20	5	5
FLAIL	NRM	-	100	15	13	13
WATER GUN	WTR	40	100	25	17	17
SPARK	ELC	65	100	20	25	25
CONFUSE RAY	GHO	-	100	10	29	33
TAKE DOWN	NRM	90	85	20	37	45
HYDRO PUMP	WTR	120	80	5	41	53

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#170	#171
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

## PROF. ELM'S MEMO

## Rare Pokémon

While it's true that many Pokémon are quite common, several Pokémon are very rare in Gold and Silver and you should take extreme caution when trying to capture them. If you can, save your game before you try to capture some of the rare creatures. You can choose to take Chikorita, Cyndaquil or Totodile from me. If you have friends who have chosen different creatures, however, you can ask them to hatch the creatures that you didn't pick for you at the Daycare Center.

Chikorita, Cyndaquil and Totodile are very rare Pokémon. Once you choose one from my lab at the beginning of the game, you won't be able to choose either of the other two.



#152 CHIKORITA



#155 CYNDAQUIL



#158 TOTODILE



#250 HO-OH



#249 LUGIA



Eevee can be found in two places: Bill's house and Celadon City's Game Corner. You'll probably want more than one Eevee so you can raise several of the different Eevee evolutions. Try raising a few more at the Daycare Center.



#142 AERODACTYL



Before you wake the sleeping Snorlax near Vermilion City, you should save your game. If you accidentally knock out the Snorlax, start over—it's the only one in the game.

# POKÉMON

## #86 SEEL

TYPE : WATER

SPECIAL ATTACK    SPECIAL DEFENSE


Height :  
3'7"  
Weight :  
198 lbs

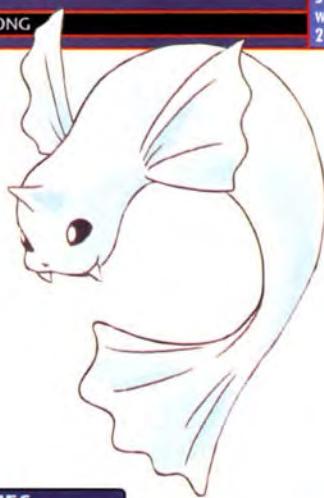


## #87 DEWGONG

SEEL LEVEL 34 ▶ DEWGONG  
TYPE : WATER/ICE

Height :  
5'7"  
Weight :  
265 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#86	#87
HEADBUTT	NRM	70	100	15	-	-
GROWL	NRM	-	100	40	5	5
AURORA BEAM	ICE	65	100	20	16	16
REST	PSY	-	-	10	21	21
TAKE DOWN	NRM	90	85	20	32	32
ICE BEAM	ICE	95	100	10	37	43
SAFEGUARD	NRM	-	-	25	48	60

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#86	#87
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

## PROF. ELM'S MEMO

### More Rare Pokémon

Some Pokémon are difficult to catch in addition to being rare. The three unsightly creatures, Raikou, Entei and Suicune, will run away from you the first time you encounter them in the Burned Tower and every time you see them thereafter. To capture the elusive beasts, keep Pokémons that can use Mean Look or Spider Web at the head of your party so you can trap the creatures before they run away. You may also be able to capture the three with a Fast Ball, and, of course, a Master Ball will always do the trick. Try using Max Repel or Super Repel in an area where few Pokémons reside—one of the three just might appear.



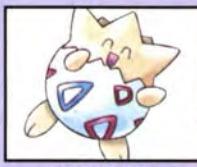
#243 RAIKOU



#244 ENTEI



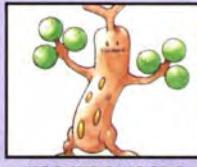
#245 SUICUNE



#175 TOGEPI



#236 TYROGUE



#185 SUDOWOODO



#137 PORYGON

Keep the Mystery Egg you receive from my assistant in your party—it will hatch into the only Togepi in the game. If you'd like to create more Togepi, leave the Pokémons at the Daycare near Goldenrod City.

If you can find and defeat the Karate King inside Mt. Mortar, he will reward you with one of the rarest Pokémons in Gold and Silver—Tyrogue, the pre-evolved form of Hitmonchan, Hitmonlee and Hitmontop.

The weird tree that blocks your path to Route 36 is the only Sudowoodo in the game. The Rock-type creature is not a tree at all, and Water-type attacks are very effective on it. If it faints, your only chance to catch it will be lost.

If you're very good at games of chance or have lots of spare money to change into coins, you can pick up a Porygon in the Celadon City Game Corner. The rare creature will set you back 9,999 coins, so start saving up!

**#108 LICKITUNG**

TYPE : NORMAL

 Height:  
3'11"  
Weight:  
144 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#108
LICK	GHO	20	100	30	-
SUPersonic	NRM	-	55	20	7
DEFENSE CURL	NRM	-	-	40	13
STOMP	NRM	65	100	20	19
WRAP	NRM	15	85	20	25
DISABLE	NRM	-	55	20	31
SLAM	NRM	80	75	20	37
SCREECH	NRM	-	85	40	43

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#108
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

**#114 TANGELA**

TYPE : GRASS

 Height:  
3'3"  
Weight:  
77 lbs
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#114
CONstrict	NRM	10	100	35	-
SLEEP POWDER	GRS	-	75	15	4
ABSORB	GRS	20	100	20	10
POISONPOWDER	PSN	-	75	35	13
VINE WHIP	GRS	35	100	10	19
BIND	NRM	15	75	20	25
MEGA DRAIN	GRS	40	100	10	31
STUN SPORE	GRS	-	75	30	34
SLAM	NRM	80	75	20	40
GROWTH	NRM	-	-	40	46

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#114
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	85	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	20	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H1	CUT	NRM	50	95	30	●
H5	FLASH	NRM	-	70	20	●

# POKÉMON

#133 EEVEE

TYPE: NORMAL



Height:  
1'0"  
Weight:  
14 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ●
● ● ●	● ● ●
● ●	●

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
TACKLE	NRM	35	95	35	-	-	-	-	-	-
TAIL WHIP	NRM	-	100	30	-	-	-	-	-	-
SAND-ATTACK	GRD	-	100	15	8	8	8	8	8	8
GROWL	NRM	-	100	40	16					
WATER GUN	WTR	40	100	25		16				
THUNDERSHOCK	ELC	40	100	30			16			
EMBER	FIR	40	100	25				16		
CONFUSION	PSY	50	100	25					16	
PURSUIT	DRK	40	100	20						16
QUICK ATTACK	NRM	40	100	30	23	23	23	23	23	23
BITE	DRK	60	100	25	30	30		30		
DOUBLE KICK	FTG	30	100	30			30			
SWIFT	NRM	60	-	20				30		
CONFUSE RAY	GHO	-	100	5					30	
FOCUS ENERGY	NRM	-	-	30	36					
AURORA BEAM	ICE	65	100	20		36				
PIN MISSILE	BUG	14	85	20			36			
FIRE SPIN	FIR	15	70	15				36		
PSYBEAM	PSY	65	100	20				36		
Faint Attack	DRK	60	-	20					36	
TAKE DOWN	NRM	90	85	20	42					
HAZE	ICE	-	-	30		42				
THUNDER WAVE	ELC	-	100	20			42			
SMOG	PSN	20	70	20			42			
PSYCH UP	NRM	-	-	10				42		
MEAN LOOK	NRM	-	100	5					42	
ACID ARMOR	PSN	-	-	40	47					
AGILITY	PSY	-	-	30		47				
LEER	NRM	-	100	30			47			
PSYCHIC	PSY	90	100	10				47		
SCREECH	NRM	-	85	40					47	
HYDRO PUMP	WTR	120	80	5	52					
THUNDER	ELC	120	70	10			52			
FLAMETHROWER	FIR	95	100	15				52		
MORNING SUN	NRM	-	-	5				52		
MOON LIGHT	NRM	-	-	5					52	

#134

Vaporeon

EEVEE Water Stone → Vaporeon  
TYPE: WATER

Height:  
3'3"  
Weight:  
64 lbs

SPECIAL ATTACK

● ● ●
● ● ●
● ●
●

SPECIAL DEFENSE

● ●
● ●
● ●
●



#135

Jolteon

EEVEE Thunder Stone → Jolteon  
TYPE: ELECTRIC

Height:  
2'7"  
Weight:  
54 lbs

SPECIAL ATTACK

● ● ●
● ● ●
● ●
●

SPECIAL DEFENSE

● ●
● ●
● ●
●

ATTACK

● ● ●
● ● ●
● ●
●

DEFENSE

● ●
● ●
● ●
●

HIT POINTS

● ●
● ●
● ●
●

SPEED

● ● ●
● ● ●
● ●
●

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
02	HEADBUTT	NRM	70	100	15	●	●	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●	●	●
05	ROAR	NRM	-	100	20	●	●	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●	●	●	●
09	PSYCH UP	NRM	-	-	10					●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●	●	●
14	BLIZZARD	ICE	120	70	5	●					
15	HYPER BEAM	NRM	150	90	5	●	●	●	●	●	●
16	ICY WIND	ICE	55	95	15	●					
17	PROTECT	NRM	-	-	10	●	●	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●	●	●
20	ENDURE	NRM	-	100	20	●	●	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●	●	●	●
25	THUNDER	ELC	120	70	10	●					
27	RETURN	NRM	-	100	20	●	●	●	●	●	●
29	PSYCHIC	PSY	90	100	10				●	●	
30	SHADOW BALL	GHO	80	100	15	●	●	●	●	●	
31	MUD-SLAP	GRD	20	100	10	●	●	●	●	●	
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●	●	
34	SWAGGER	NRM	-	90	15	●	●	●	●	●	
35	SLEEP TALK	NRM	-	-	10	●	●	●	●	●	
38	FIRE BLAST	FIR	120	85	5				●		
39	SWIFT	NRM	60	-	20	●	●	●	●	●	
42	DREAM EATER	PSY	-	-	10						
43	DETECT	FTG	-	-	5	●	●	●	●	●	
44	REST	PSY	-	-	10	●	●	●	●	●	
45	ATTRACT	NRM	-	100	15	●	●	●	●	●	
50	NIGHTMARE	GHO	-	100	15						
H1	CUT	NRM	50	95	30						
H3	SURF	WTR	95	100	15				●		
H5	FLASH	NRM	-	70	20				●	●	
H6	WHIRLPOOL	WTR	15	70	15				●		
H7	WATERFALL	WTR	80	100	15				●		

**#136 FLAREON**

 EEVEE Fire Stone ▶ FLAREON  
 TYPE : FIRE

 Height :  
2'11"  
Weight :  
55 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

HIT POINTS	SPEED

ATTACK

DEFENSE


**#196 ESPEON**

 EEVEE Friendship ▶ ESPEON  
 TYPE : PSYCHIC

 Height :  
2'11"  
Weight :  
58 lbs


SPECIAL ATTACK    SPECIAL DEFENSE

ATTACK	DEFENSE

ATTACK

DEFENSE

HIT POINTS

SPEED

HIT POINTS

SPEED

**#197 UMBREON**

 EEVEE Friendship ▶ UMBREON  
 TYPE : DARK

 Height :  
3'3"  
Weight :  
60 lbs


SPECIAL ATTACK    SPECIAL DEFENSE

HIT POINTS	SPEED

ATTACK

DEFENSE

**PROF. ELM'S MEMO**
**Powerful Items**

Some of the most fascinating additions to Gold and Silver are the items that Pokémon can carry. Items can result in some sort of benefit for the Pokémon or its Trainer. The items listed here and in the chart on page 68 have very special enhancing effects that can result in stronger attacks, improved abilities, shared experience and even evolution! Study each item's description to understand the best way to use it.

No. 153 427 ♂	BAYLEEF
	/BAYLEEF
ITEM	MIRACLE SEED
MOVE	CUT
	PP 30/30
	POISONPODDER
	PP 25/25
	RAZOR LEAF
	PP 25/25
	SYNTHESIS
	PP 25/25
	PP 5/5

**Attack-Enhancing Items**

PINK BOW	Increases the power of Normal-type attacks
POLKA DOT BOW	Increases the power of Normal-type attacks
BLACK BELT	Increases the power of Fighting-type attacks
POISON BARB	Increases the power of Poison-type attacks
SOFT SAND	Increases the power of Ground-type attacks
SHARP BEAK	Increases the power of Flying-type attacks
SILVER POWDER	Increases the power of Bug-type attacks
HARD STONE	Increases the power of Rock-type attacks
SPELL TAG	Increases the power of Ghost-type attacks
METAL COAT	Increases the power of Steel-type attacks
CHARCOAL	Increases the power of Fire-type attacks
MYSTIC WATER	Increases the power of Water-type attacks
MAGNET	Increases the power of Electric-type attacks
MIRACLE SEED	Increases the power of Grass-type attacks
NEVERMELT ICE	Increases the power of Ice-type attacks
TWISTED SPOON	Increases the power of Psychic-type attacks
DRAGON FANG	Increases the power of Dragon-type attacks
BLACK GLASSES	Increases the power of Dark-type attacks

**Ability-Enhancing or Specific Items**

BERSERK GENE	Raises attack power by two levels
BRIGHT POWDER	Lowers opponent's accuracy
SCOPE LENS	Raises chance of getting a Critical Hit
THICK CLUB	Increases Cubone or Marowak's physical attack
METAL POWDER	Increases Ditto's defense
LIGHT BALL	Doubles Pikachu's special attack
STICK	Increases Farfetch'd's attack
LUCKY PUNCH	Raises chance of getting a Critical Hit

# POKÉMON

#116 HORSEA

TYPE : WATER

SPECIAL ATTACK    SPECIAL DEFENSE

<input checked="" type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE

Height :  
1'4"  
Weight :  
18 lbs



#117 SEADRA

HORSEA LEVEL 32 ▶ SEADRA

TYPE : WATER

SPECIAL ATTACK    SPECIAL DEFENSE

<input checked="" type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE

Height :  
3'11"  
Weight :  
55 lbs



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#116	#117	#230
BUBBLE	WTR	20	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	8	8	8
LEER	NRM	-	100	30	15	15	15
WATER GUN	WTR	40	100	25	22	22	22
TWISTER	DRG	40	100	20	29	29	29
AGILITY	PSY	-	-	30	36	40	40
HYDRO PUMP	WTR	120	80	5	43	51	51

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#116	#117	#230
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICE WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●

#230 KINGDRA

SEADRA TRADE+Dragon Scale ▶ KINGDRA

TYPE : WATER/DRAGON

Height :  
5'11"  
Weight :  
335 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

<input checked="" type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ATTACK	DEFENSE



## PROF. ELM'S MEMO

### Unusual Items

### Specialty Items

**CLEANSE TAG** Keeps low-level Pokémon from attacking in the wild

**QUICK CLAW** Raises your chances of attacking first

**KING'S ROCK** May make your opponent retreat

**LEFTOVERS** Gradually restores HP during battle

**FOCUS BAND** May prevent Pokémon from fainting

**LUCKY EGG** Raises number of experience points earned

**EXP. SHARE** Gives a Pokémon half of all experience points won

**AMULET COIN** Doubles the money won after a battle



**#207 GLIGAR**

TYPE : GROUND/FLYING

Height :  
3'7"  
Weight :  
143 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ●	● ●	● ●	● ●	● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#207
POISON STING	PSN	15	100	35	-
SAND-ATTACK	GRD	-	100	15	6
HARDEN	NRM	-	-	30	13
QUICK ATTACK	NRM	40	100	30	20
Faint Attack	DRK	60	-	20	28
SLASH	NRM	70	100	20	36
SCREECH	NRM	70	100	20	44
GUILLOTINE	NRM	-	30	5	52

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#207
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	90	15	●
36	SLUDGE BOMB	PSN	90	100	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	Detect	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

**#225 DELIBIRD**

TYPE : ICE/FLYING

Height :  
2'11"  
Weight :  
35 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ●	●	● ●	●	● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#225
PRESENT	NRM	-	90	15	-

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#225
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	Detect	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H2	FLY	FLY	70	95	15	●



# POKEMON

#220 SWINUB

TYPE : ICE/GROUND



Height :  
1'4"  
Weight :  
14 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

#221 PILOSWINE

SWINUB LEVEL 33 → PILOSWINE

TYPE : ICE/GROUND



Height :  
3'7"  
Weight :  
123 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
● ● ●	● ● ●
● ● ●	● ● ●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#220	#221
TACKLE	NRM	35	95	35	-	
HORN ATTACK	NRM	65	100	25	-	
POWDER SNOW	ICE	40	100	25	10	10
ENDURE	NRM	-	-	10	19	19
TAKE DOWN	NRM	90	85	20	28	28
FURY ATTACK	NRM	15	85	20		33
MIST	ICE	-	-	30	37	42
BLIZZARD	ICE	120	70	5	46	56

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#220	#221
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#216 TEDDIURSA

TYPE : NORMAL



Height :  
2'0"  
Weight :  
19 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

#217 URSARING

TEDDIURSA LEVEL 30 → URSARING  
TYPE : NORMAL



Height :  
5'11"  
Weight :  
277 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ● ●	● ● ●
● ● ●	● ● ●
● ● ●	● ● ●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#216	#217
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LICK	GHO	20	100	30	8	8
FURY SWIPES	NRM	18	80	15	15	15
FAINT ATTACK	DRK	60	-	20	22	22
REST	PSY	-	-	10	29	29
SLASH	NRM	70	100	20	36	39
SNORE	NRM	40	100	15	43	49
THRASH	NRM	90	100	20	50	59

### TM & HM ABILITIES

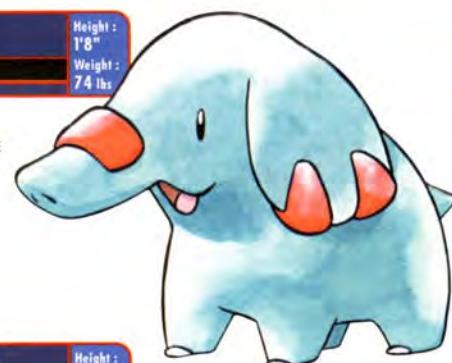
#	ATTACK	TYPE	BA	AC	PP	#216	#217
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

**#231 PHANPY**

TYPE: GROUND

Height:  
1'8"  
Weight:  
74 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ● ●	● ●


**#232 DONPHAN**
PHANPY LEVEL 25 → DONPHAN  
TYPE: GROUNDHeight:  
3'7"  
Weight:  
265 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ● ●	● ●


**LEVEL-UP ABILITIES**

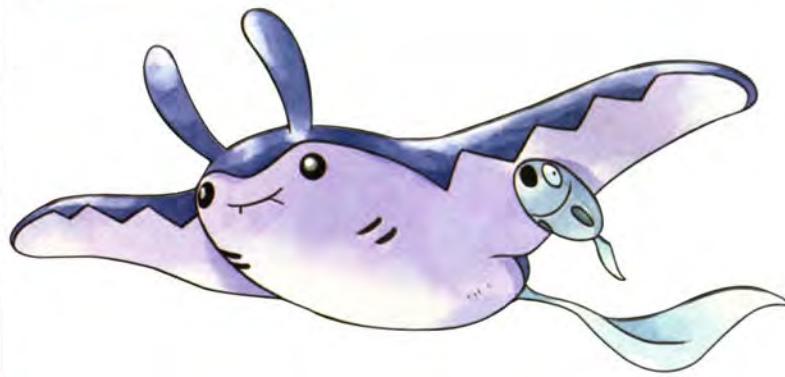
ATTACK	TYPE	BA	AC	PP	#231	#232
TACKLE	NRM	35	95	35	-	
HORN ATTACK	NRM	65	100	25	-	
GROWL	NRM	-	100	40	-	-
DEFENSE CURL	NRM	-	-	40	9	9
FLAIL	NRM	-	100	15	17	17
TAKE DOWN	NRM	90	85	20	25	
FURY ATTACK	NRM	15	85	20		25
ROLLOUT	RCK	30	90	20	33	33
ENDURE	NRM	-	-	10	41	
RAPID SPIN	NRM	20	100	40		41
DOUBLE-EDGE	NRM	120	100	15	49	
EARTHQUAKE	GRD	100	100	10		49

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#231	#232
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

**#226 MANTINE**

TYPE: WATER/FLYING

Height:  
6'11"  
Weight:  
485 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ●	● ●	●	● ●	● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#226
TACKLE	NRM	35	95	35	-
BUBBLE	WTR	20	100	30	-
SUPersonic	NRM	-	55	20	10
BUBBLEBEAM	WTR	65	100	20	18
TAKE DOWN	NRM	90	85	20	25
AGILITY	PSY	-	-	30	32
WING ATTACK	FLY	60	100	35	40
CONFUSE RAY	GHO	-	100	10	49

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#226
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	20	100	10	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

# POKÉMON

#227 SKARMORY

TYPE : STEEL/FLYING



SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#227
LEER	NRM	-	100	30	-
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	13
SWIFT	NRM	60	-	20	19
AGILITY	PSY	-	-	30	25
FURY ATTACK	NRM	15	85	20	37
STEEL WING	STL	70	90	25	49

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#227
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

#84 DODUO

TYPE : NORMAL/FLYING

SPECIAL ATTACK   SPECIAL DEFENSE

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HIT POINTS   SPEED

ATTACK   DEFENSE



#85 DODRIO

DODUO LEVEL 31 ► DODRIO

TYPE : NORMAL/FLYING



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#84	#85
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
PURSUIT	DRK	40	100	20	9	9
FURY ATTACK	NRM	15	85	20	13	13
TRI ATTACK	NRM	80	100	10	21	21
RAGE	NRM	20	100	20	25	25
DRILL PECK	FLY	80	100	20	33	38
AGILITY	PSY	-	-	30	37	47

## TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#84	#85
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●

**#77 PONYTA**

TYPE : FIRE

 Height :  
3'3"  
Weight :  
66 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**#78 RAPIDASH**

PONYTA LEVEL 40 ► RAPIDASH

TYPE : FIRE

 Height :  
5'7"  
Weight :  
209 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#77	#78
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	4	4
TAIL WHIP	NRM	-	100	30	8	8
EMBER	FIR	40	100	25	13	13
STOMP	NRM	65	100	20	19	19
FIRE SPIN	FIR	15	70	15	26	26
TAKE DOWN	NRM	90	85	20	34	34
FURY ATTACK	NRM	15	85	20	-	40
AGILITY	PSY	-	-	30	43	47
FIRE BLAST	FIR	120	85	5	53	61

**TM & HM ABILITIES**

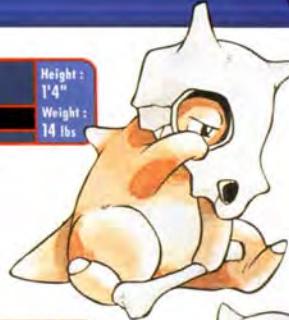
#	ATTACK	TYPE	BA	AC	PP	#77	#78
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

**#104 CUBONE**

TYPE : GROUND

 Height :  
1'4"  
Weight :  
14 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**#105 MAROWAK**

CUBONE LEVEL 28 ► MAROWAK

TYPE : GROUND

 Height :  
3'3"  
Weight :  
99 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	○ ○
○ ○	○ ○


**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#104	#105
GROWL	NRM	-	100	40	-	-
TAIL WHIP	NRM	-	100	30	5	5
BONE CLUB	GRD	65	85	20	9	9
HEADBUTT	NRM	70	100	15	13	13
LEER	NRM	-	100	30	17	17
FOCUS ENERGY	NRM	-	-	30	21	21
BONEMERANG	GRD	50	90	10	25	25
RAGE	NRM	20	100	20	29	32
FALSE SWIPE	NRM	40	100	40	33	39
THRASH	NRM	90	100	20	37	46
BONE RUSH	GRD	25	80	10	41	53

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#104	#105
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	10	-	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

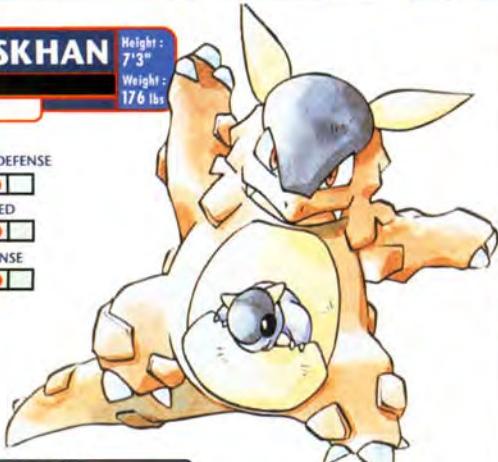
# POKÉMON

#115 KANGASKHAN

TYPE : NORMAL

Height :  
7'3"  
Weight :  
176 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ● ●	● ●
● ● ●	● ●



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#115
COMET PUNCH	NRM	18	85	15	-
LEER	NRM	-	100	30	7
BITE	DRK	60	100	25	13
TAIL WHIP	NRM	-	100	30	19
MEGA PUNCH	NRM	80	85	20	25
RAGE	NRM	20	100	20	31
ENDURE	NRM	-	-	10	37
DIZZY PUNCH	NRM	70	100	10	43
REVERSAL	FTG	-	100	15	49

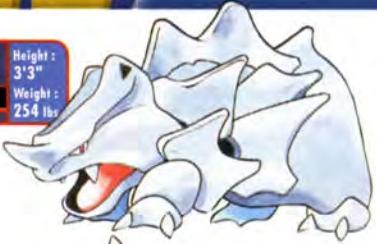
### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#115
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#111 RHYHORN

TYPE : GROUND/ROCK

Height :  
3'3"  
Weight :  
254 lbs



#112 RHYDON

RHYHORN LEVEL 42 → RHYDON  
TYPE : GROUND/ROCK

Height :  
6'3"  
Weight :  
265 lbs



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#111	#112
HORN ATTACK	NRM	65	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
STOMP	NRM	65	100	20	13	13
FURY ATTACK	NRM	15	85	20	19	19
SCARY FACE	NRM	-	90	10	31	31
HORN DRILL	NRM	-	30	5	37	37
TAKE DOWN	NRM	90	85	20	49	54
EARTHQUAKE	GRD	100	100	10	55	65

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#111	#112
01	DYNAMICPUNCH	FTG	100	50	5	●	
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #198 MURKROW

TYPE: DARK/FLYING

Height:  
1'8"  
Weight:  
5 lbs

SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED

## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#198
PECK	FLY	35	100	35	-
PURSUIT	DRK	40	100	20	11
HAZE	ICE	-	-	30	16
NIGHT SHADE	GHO	-	100	15	26
Faint Attack	DRK	60	-	20	31
MEAN LOOK	NRM	-	100	5	41

## TM &amp; HM ABILITIES

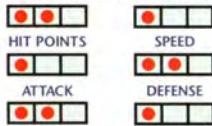
#	ATTACK	TYPE	BA	AC	PP	#198
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●

## #228 HOUNDOUR

TYPE: DARK/FIRE

Height:  
2'0"  
Weight:  
24 lbs

SPECIAL ATTACK   SPECIAL DEFENSE



## #229 HOUNDOOM

HOUNDOUR LEVEL 24 ► HOUNDOOM  
TYPE: DARK/FIREHeight:  
4'7"  
Weight:  
77 lbs

SPECIAL ATTACK   SPECIAL DEFENSE



## LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#228	#229
LEER	NRM	-	100	30	-	-
EMBER	FIR	40	100	25	-	-
ROAR	NRM	-	100	20	7	7
SMOG	PSN	20	70	20	13	13
BITE	DRK	60	100	25	20	20
Faint Attack	DRK	60	-	20	27	30
FLAMETHROWER	FIR	95	100	15	35	41
CRUNCH	DRK	80	100	15	43	52

## TM &amp; HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#228	#229
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

# POKÉMON

## #218 SLUGMA

TYPE: FIRE

Height:  
2'4"  
Weight:  
77 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ○
○ ○	○ ○
○ ○	○ ○



## #219 MAGCARGO

SLUGMA LEVEL 38 → MAGCARGO  
TYPE: FIRE/ROCK

Height:  
2'7"  
Weight:  
121 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ○
○ ○	○ ○
○ ○	○ ○



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#218	#219
SMOG	PSN	20	70	20	-	-
EMBER	FIR	40	100	25	8	8
ROCK THROW	RCK	50	90	15	15	15
HARDEN	NRM	-	-	30	22	22
AMNESIA	PSY	-	-	20	29	29
FLAMETHROWER	FIR	95	100	15	36	36
ROCK SLIDE	RCK	75	90	10	43	48
BODY SLAM	NRM	85	100	15	50	60

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#218	#219
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

## #215 SNEASEL

TYPE: DARK/ICE

Height:  
2'11"  
Weight:  
62 lbs



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#215
SCRATCH	NRM	40	100	35	-
LEER	NRM	-	100	30	-
QUICK ATTACK	NRM	40	100	30	9
SCREECH	NRM	-	85	40	17
Faint Attack	DRK	60	-	20	25
FURY SWIPES	NRM	18	80	15	33
AGILITY	PSY	-	-	30	41
SLASH	NRM	70	100	20	49
BEAT UP	DRK	10	100	10	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#215
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

**#200 MISDREAVUS**

 SPECIAL ATTACK: 3 HIT POINTS: 3 DEFENSE: 2 SPEED: 3  
 SPECIAL DEFENSE: 3 ATTACK: 2

**LEVEL-UP ABILITIES**

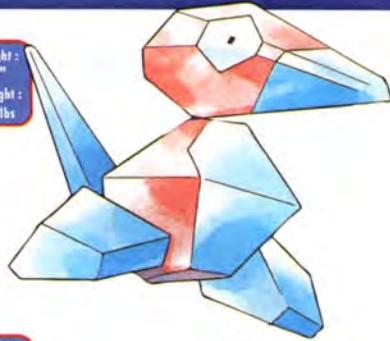
ATTACK	TYPE	BA	AC	PP	#200
GROWL	NRM	-	100	40	-
PSYWAVE	PSY	-	80	15	-
SPITE	GHO	-	100	10	6
CONFUSE RAY	GHO	-	100	10	12
MEAN LOOK	NRM	-	100	5	19
PSYBEAM	PSY	65	100	20	27
PAIN SPLIT	NRM	-	100	20	36
PERISH SONG	NRM	-	-	5	46

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#200
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

**#137 PORYGON**

TYPE: NORMAL


**#233 PORYGON2**

PORYGON Up-Grade + TRADE ▶ PORYGON2

TYPE: NORMAL


**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#137	#233
CONVERSION2	NRM	-	100	30	-	-
TACKLE	NRM	35	95	35	-	-
CONVERSION	NRM	-	-	30	-	-
AGILITY	PSY	-	-	30	9	9
PSYBEAM	PSY	65	100	20	12	12
RECOVER	NRM	-	-	20	20	20
SHARPEN	NRM	-	-	30	24	
DEFENSE CURL	NRM	-	-	40		24
LOCK-ON	NRM	-	100	5	32	32
TRI ATTACK	NRM	80	100	10	36	36
ZAP CANNON	ELC	100	50	5	44	44

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#137	#233
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40		●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	20	●	●

# POKÉMON

#113 CHANSEY

TYPE : NORMAL

Height :  
3'7"  
Weight :  
76 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ● ●	● ●
● ●	● ●



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#113	#242
POUND	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	4
TAIL WHIP	NRM	-	100	30	9	7
SOFTBOILED	NRM	-	100	10	13	10
DOUBLESLAP	NRM	15	85	10	17	13
MINIMIZE	NRM	-	-	20	23	18
SING	NRM	-	55	15	29	23
EGG BOMB	NRM	100	75	10	35	28
DEFENSE CURL	NRM	-	-	40	41	33
LIGHT SCREEN	PSY	-	-	30	49	40
DOUBLE-EDGE	NRM	120	100	15	57	47

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#113	#242
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

#242 BLISSEY

CHANSEY Friendship ▶ BLISSEY  
TYPE : NORMAL

Height :  
4'11"  
Weight :  
103 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ● ●	● ●
● ●	● ●



#131 LAPRAS

TYPE : WATER/ICE

Height :  
8'2"  
Weight :  
485 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ● ●	● ●
● ●	● ●



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#131
WATER GUN	WTR	40	100	25	-
GROWL	NRM	-	100	40	-
SING	NRM	-	55	15	-
MIST	ICE	-	-	30	8
BODY SLAM	NRM	85	100	15	15
CONFUSE RAY	GHO	-	100	10	22
PERISH SONG	NRM	-	-	5	29
ICE BEAM	ICE	95	100	10	36
RAIN DANCE	WTR	-	-	5	43
SAFEGUARD	NRM	-	-	25	50
HYDRO PUMP	WTR	120	80	5	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#131
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	WHIRLPOOL	WTR	15	70	15	●

**#138 OMANYTE**

TYPE : ROCK/WATER

Height :  
1'4"  
Weight :  
17 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

<input checked="" type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>



**#139 OMASTAR**

OMANYTE LEVEL 40 ► OMASTAR

Height :  
3'3"  
Weight :  
77 lbs

TYPE : ROCK/WATER

SPECIAL ATTACK    SPECIAL DEFENSE

<input checked="" type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>



**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#138	#139
CONSTRIC	NRM	10	100	35	-	-
WITHDRAW	WTR	-	-	40	-	-
BITE	DRK	-	-	40	13	13
WATER GUN	WTR	40	100	25	19	19
LEER	NRM	-	100	30	31	31
PROTECT	NRM	-	-	10	37	37
SPIKE CANNON	NRM	20	100	15	-	40
ANCIENT POWER	RCK	60	100	5	49	54
HYDRO PUMP	WTR	120	80	5	55	65

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#138	#139
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

**#140 KABUTO**

TYPE : ROCK/WATER

Height :  
1'8"  
Weight :  
25 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

<input checked="" type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>



**#141 KABUTOPS**

KABUTO LEVEL 40 ► KABUTOPS

TYPE : ROCK/WATER

Height :  
4'3"  
Weight :  
89 lbs

SPECIAL ATTACK    SPECIAL DEFENSE

<input checked="" type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input checked="" type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input checked="" type="checkbox"/>	<input type="checkbox"/>



**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#140	#141
SCRATCH	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	-	-
ABSORB	GRS	20	100	20	10	10
LEER	NRM	-	100	30	19	19
SAND-ATTACK	GRD	-	100	15	28	28
ENDURE	NRM	-	-	10	37	37
SLASH	NRM	70	100	20	-	40
MEGA DRAIN	GRS	40	100	10	46	51
ANCIENT POWER	RCK	60	100	5	55	65

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#140	#141
02	HEADBUTT	NRM	70	100	15	●	
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	
H1	CUT	NRM	50	95	30	●	
H3	SURF	WTR	95	100	15	●	
H6	WHIRLPOOL	WTR	15	70	15	●	

# POKÉMON

## #142 AERODACTYL

TYPE : ROCK / FLYING

Height :  
5'11"  
Weight :  
130 lbs



SPECIAL ATTACK    SPECIAL DEFENSE    ATTACK    DEFENSE    HIT POINTS    SPEED  
                   

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#142
WING ATTACK	FLY	60	100	35	-
AGILITY	PSY	-	-	30	8
BITE	DRK	60	100	25	15
SUPersonic	NRM	-	55	20	22
ANCIENT POWER	RCK	60	100	5	29
SCARY FACE	NRM	-	90	10	36
TAKE DOWN	NRM	90	85	20	43
HYPER BEAM	NRM	150	90	5	50

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#142
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

## #143 SNORLAX

TYPE : NORMAL

Height :  
6'11"  
Weight :  
1014 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
<span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span>	<span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span>
HIT POINTS	SPEED
<span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span>	<span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span>
ATTACK	DEFENSE
<span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span> <span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span>	<span style="display: inline-block; width: 10px; height: 10px; background-color: red;"></span>



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#143
TACKLE	NRM	35	95	35	-
AMNESIA	PSY	-	-	20	8
DEFENSE CURL	NRM	-	-	40	15
BELLY DRUM	NRM	-	-	10	22
HEADBUTT	NRM	70	100	15	29
SNORE	NRM	40	100	15	36
REST	PSY	-	-	10	36
BODY SLAM	NRM	85	100	15	43
ROLLOUT	RCK	30	90	20	50
HYPER BEAM	NRM	150	90	5	57

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#143
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

## #1 BULBASAUR

TYPE : GRASS/POISON



Height :  
2'4"  
Weight :  
15 lbs

SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED  
● ●   ● ●   ● ●   ● ● ●   ● ● ●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#1	#2	#3
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	4	4	4
LEECH SEED	GRS	-	90	10	7	7	7
VINE WHIP	GRS	35	100	10	10	10	10
POISONPOWER	PSN	-	75	35	15	15	15
SLEEP POWER	GRS	-	75	15	15	15	15
RAZOR LEAF	GRS	55	95	25	20	22	22
SWEET SCENT	NRM	-	100	20	25	29	29
GROWTH	NRM	-	-	40	32	38	41
SYNTHESIS	GRS	-	-	5	39	47	53
SOLARBEAM	GRS	120	100	10	46	56	65

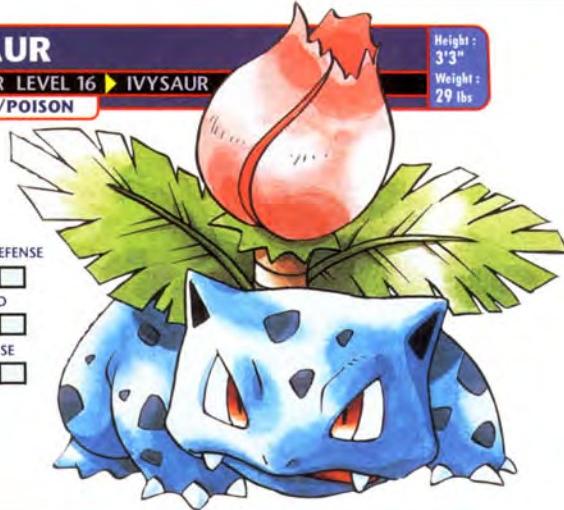
### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#1	#2	#3
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

## #2 IVYSAUR

BULBASAUR LEVEL 16 ➤ IVYSAUR  
TYPE : GRASS/POISON

Height :  
3'3"  
Weight :  
29 lbs



SPECIAL ATTACK   SPECIAL DEFENSE

● ●	● ●
● ●	SPEED
● ●	DEFENSE
● ●	ATTACK

## #3 VENUSAUR

IVYSAUR LEVEL 32 ➤ VENUSAUR  
TYPE : GRASS/POISON

Height :  
6'7"  
Weight :  
221 lbs



SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED

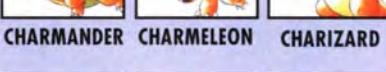
● ●	● ●	● ●	● ●	● ●	● ●
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### PROF. ELM'S MEMO

Red, Blue and Yellow Only

Unfortunately, you won't be able to catch some of the known Pokémons in Gold and Silver, including the three starting Pokémons from Red and Blue and their evolutions. If you want those creatures, you'll have to trade for them from your or a friend's Red, Blue or Yellow game.



# POKÉMON

## #4 CHARMANDER

TYPE : FIRE



Height :  
2'0"  
Weight :  
19 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	○ ○
● ○	○ ○
○ ○	○ ○

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#4	#5	#6
SCRATCH	NRM	40	100	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
EMBER	FIR	40	100	25	7	7	7
SMOKESCREEN	NRM	-	100	20	13	13	13
RAGE	NRM	20	100	20	19	20	20
SCARY FACE	NRM	-	90	10	25	27	27
FLAMETHROWER	FIR	95	100	15	31	34	34
WING ATTACK	FLY	60	100	35			36
SLASH	NRM	70	100	20	37	41	44
DRAGON RAGE	DRG	-	100	10	43	48	54
FIRE SPIN	FIR	15	70	15	49	55	64

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#4	#5	#6
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10			●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10			●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
47	STEEL WING	STL	70	90	25			●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H2	FLY	FLY	70	95	15			●
H4	STRENGTH	NRM	80	100	15	●	●	●

## #5 CHARMELON

CHARMANDER LEVEL 16 ► CHARMELON  
TYPE : FIRE

Height :  
3'7"  
Weight :  
42 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ○	● ○
○ ○	○ ○

## #6 CHARIZARD

CHARMELEON LEVEL 36 ► CHARIZARD  
TYPE : FIRE/FLYING

Height :  
5'7"  
Weight :  
200 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
● ●	● ●	● ●	● ●	● ●	● ● ●
● ○	● ○	● ○	● ○	● ○	● ○ ○
○ ○	○ ○	○ ○	○ ○	○ ○	○ ○ ○

## PROF. ELM'S MEMO

### More Unavailable Pokémons

ARTICUNO	ZAPDOS	MOLTRES
KABUTO	KABUTOPS	OMASTAR
MEWTWO	MEOW	MEOW

Many more Pokémons are unavailable in Gold and Silver, including the one-of-a-kind Legendary Birds Articuno, Zapdos and Moltres. Two of the most desirable and powerful Pokémons, Mew and Mewtwo, are also not available in Gold and Silver.

**#7 SQUIRTLE**

TYPE : WATER

Height:  
1'8"  
Weight:  
20 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#7	#8	#9
TACKLE	NRM	35	95	35	-	-	-
TAIL WHIP	NRM	-	100	30	4	4	4
BUBBLE	WTR	20	100	30	7	7	7
WITHDRAW	WTR	-	-	40	10	10	10
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	18	19	19
RAPID SPIN	NRM	20	100	40	23	25	25
PROTECT	NRM	-	-	10	28	31	31
RAIN DANCE	WTR	-	-	5	33	37	42
SKULL BASH	NRM	100	100	15	40	45	55
HYDRO PUMP	WTR	120	80	5	47	53	68

**TM & HM ABILITIES**

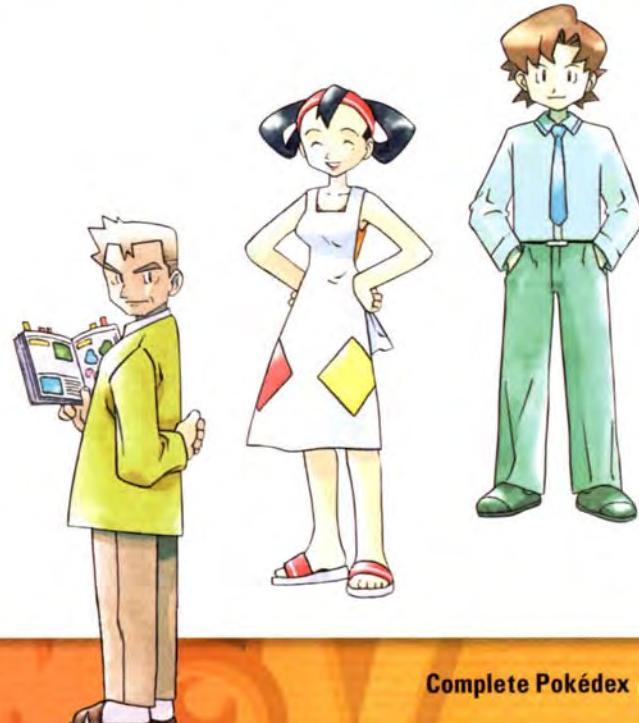
#	ATTACK	TYPE	BA	AC	PP	#7	#8	#9
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20			●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	40	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10			●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●

**#8 WARTORTLE**
SQUIRTLE LEVEL 16 ► WARTORTLE  
TYPE : WATERHeight:  
3'3"  
Weight:  
50 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●	●
●	●
●	●


**#9 BLASTOISE**
WARTORTLE LEVEL 36 ► BLASTOISE  
TYPE : WATERHeight:  
5'3"  
Weight:  
189 lbs

SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED
●	●	●	●	●	●
●	●	●	●	●	●
●	●	●	●	●	●



# POKÉMON

#144 ARTICUNO

TYPE : ICE/FLYING

Height :  
5'7"  
Weight :  
122 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#144
GUST	FLY	40	100	35	-
POWDER SNOW	ICE	40	100	25	-
MIST	ICE	-	-	30	13
AGILITY	PSY	-	-	30	25
MIND READER	NRM	-	100	5	37
ICE BEAM	ICE	95	100	10	49
REFLECT	PSY	-	-	20	61
BLIZZARD	ICE	120	70	5	73

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#144
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

#145 ZAPDOS

TYPE : ELECTRIC/FLYING

Height :  
5'3"  
Weight :  
116 lbs



SPECIAL ATTACK	SPECIAL DEFENSE	ATTACK	DEFENSE	HIT POINTS	SPEED

#### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#145
PECK	FLY	35	100	35	-
THUNDERSHOCK	ELC	40	100	30	-
THUNDER WAVE	ELC	-	100	20	13
AGILITY	PSY	-	-	30	25
DETECT	FTG	-	-	5	37
DRILL PECK	FLY	80	100	20	49
LIGHT SCREEN	PSY	-	-	30	61
THUNDER	ELC	120	70	10	73

#### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#145
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●
H5	FLASH	NRM	-	70	20	●

**#146 MOLTRES**

TYPE: FIRE/FLYING

Height:  
6'7"  
Weight:  
132 lbs
 SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED  
●●●   ●●●   ●●●   ●●●   ●●●   ●●●
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#146
WING ATTACK	FLY	60	100	35	-
EMBER	FIR	40	100	25	-
FIRE SPIN	FIR	15	70	15	13
AGILITY	PSY	-	-	30	25
ENDURE	NRM	-	-	10	37
FLAMETHROWER	FIR	95	100	15	49
SAFEGUARD	NRM	-	-	25	61
SKY ATTACK	FLY	140	90	5	73

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#146
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

**#243 RAIKOU**

TYPE: ELECTRIC

Height:  
6'3"  
Weight:  
392 lbs
 SPECIAL ATTACK   SPECIAL DEFENSE   ATTACK   DEFENSE   HIT POINTS   SPEED  
●●●   ●●●   ●●●   ●●●   ●●●   ●●●
**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#243
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
THUNDERSHOCK	ELC	40	100	30	11
ROAR	NRM	-	100	20	21
QUICK ATTACK	NRM	40	100	30	31
SPARK	ELC	65	100	20	41
REFLECT	PSY	-	-	20	51
CRUNCH	DRK	80	100	15	61
THUNDER	ELC	120	70	10	71

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#243
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# POKÉMON

#244 ENTEI

TYPE : FIRE

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ● ●	● ●



Height :  
6'11"  
Weight :  
437 lbs

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#244
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
EMBER	FIR	40	100	25	11
ROAR	NRM	-	100	20	21
FIRE SPIN	FIR	15	70	15	31
STOMP	NRM	65	100	20	41
FLAMETHROWER	FIR	95	100	15	51
SWAGGER	NRM	-	90	15	61
FIRE BLAST	FIR	120	85	5	71

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#244
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

#245 SUICUNE

TYPE : WATER

Height :  
6'7"  
Weight :  
412 lbs



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ●	● ●

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#245
BITE	DRK	60	100	25	-
LEER	NRM	-	100	30	-
WATER GUN	WTR	40	100	25	11
ROAR	NRM	-	100	20	21
GUST	FLY	40	100	35	31
BUBBLEBEAM	WTR	65	100	20	41
MIST	ICE	-	-	30	51
MIRROR COAT	PSY	-	100	20	61
HYDRO PUMP	WTR	120	80	5	71

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#245
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	-	10	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	15	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

**#147 DRATINI**

TYPE : DRAGON

 Height :  
5'11"  
Weight :  
7 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	●
● ●	● ●
● ● ●	●


**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#147	#148	#149
WRAP	NRM	15	85	20	-	-	-
LEER	NRM	-	100	30	-	-	-
THUNDER WAVE	ELC	-	100	20	8	8	8
TWISTER	DRG	40	100	20	15	15	15
DRAGON RAGE	DRG	-	100	10	22	22	22
SLAM	NRM	80	75	20	29	29	29
AGILITY	PSY	-	-	30	36	38	38
SAFEGUARD	NRM	-	-	25	43	47	47
WING ATTACK	FLY	60	100	35			55
OUTRAGE	DRG	90	100	15	50	56	61
HYPERSPACE JUMP	NRM	150	90	5	57	65	75

**TM & HM ABILITIES**

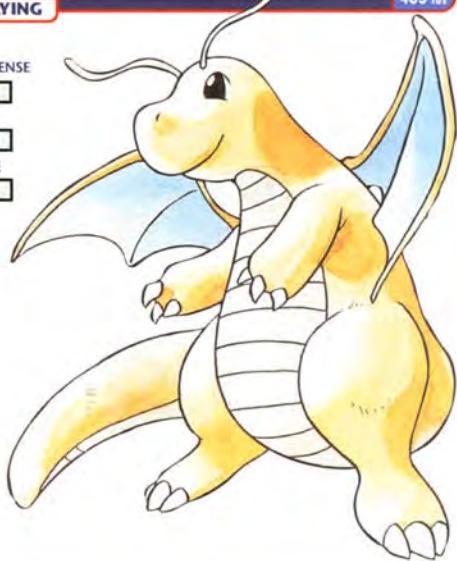
#	ATTACK	TYPE	BA	AC	PP	#147	#148	#149
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15			●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPERSPACE JUMP	NRM	150	90	5			●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10			●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15			●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10			●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
41	THUNDERPUNCH	ELC	75	100	15			●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
47	STEEL WING	STL	70	90	25			●
48	FIRE PUNCH	FIR	75	100	15			●
49	FURY CUTTER	BUG	10	95	20			●
H2	FLY	FLY	70	95	15			●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15			●
H6	WHIRLPOOL	WTR	15	70	15			●
H7	WATERFALL	WTR	80	100	15	●	●	●

**#148 DRAGONAIR**
DRATINI LEVEL 30 ► DRAGONAIR  
TYPE : DRAGON
 Height :  
13'1"  
Weight :  
36 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ● ●	●


**#149 DRAGONITE**
DRAGONAIR LEVEL 55 ► DRAGONITE  
TYPE : DRAGON/FLYING
 Height :  
7'3"  
Weight :  
463 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ● ●	● ●


**PROF. ELM'S MEMO**

Unavailable in Gold

**Transfer from Red, Blue, Yellow, Silver**


#37 VULPIX



#38 NINETALES



#52 MEOWTH



#53 PERSIAN

**Transfer from Silver**


#231 PHANPY



#232 DONPHAN



#227 SKARMORY



#165 LEDYBA



#166 LEDIAN



#225 DELIBIRD

# POKÉMON

## #246 LARVITAR

TYPE : ROCK/GROUND

Height :  
2'0"  
Weight :  
159 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ●	● ●



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#246	#247	#248
BITE	DRK	60	100	25	-	-	-
LEER	NRM	-	100	30	-	-	-
SANDSTORM	RCK	-	-	10	8	8	8
SCREECH	NRM	-	85	40	15	15	15
ROCK SLIDE	RCK	75	90	10	22	22	22
THRASH	NRM	90	100	20	29	29	29
SCARY FACE	NRM	-	90	10	36	38	38
CRUNCH	DRK	80	100	15	43	47	47
EARTHQUAKE	GRD	100	100	10	50	56	61
HYPER BEAM	NRM	150	90	5	57	65	75

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#246	#247	#248
01	DYNAMICPUNCH	FTG	100	50	5	-	-	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	-	-	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	-	-	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	-	-	●
24	DRAGON BREATH	DRG	60	100	20	-	-	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NEM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	-	-	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	-	-	●
49	FURY CUTTER	BUG	10	95	20	-	-	●
50	NIGHTMARE	GHO	-	100	15	-	-	●
H1	CUT	NRM	50	95	30	-	-	●
H3	SURF	WTR	95	100	15	-	-	●
H4	STRENGTH	NRM	80	100	15	-	-	●

## #247 PUPITAR

LARVITAR LEVEL 30 ► PUPITAR  
TYPE : ROCK/GROUND

Height :  
3'11"  
Weight :  
335 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ●	● ●



SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
HIT POINTS	SPEED
● ●	● ●
ATTACK	DEFENSE
● ●	● ●

## #248 TYRANITAR

PUPITAR LEVEL 55 ► TYRANITAR  
TYPE : ROCK/DARK

Height :  
6'7"  
Weight :  
445 lbs



### PROF. ELM'S MEMO

Unavailable in Silver

### Transfer from Red, Blue, Yellow, Gold



#56 MANKEY



#57 PRIMEAPE



#58 GROWLITHE



#59 ARCANINE

### Transfer from Gold



#216 TEDDIURSA



#217 URSARING



#207 GLIGAR



#167 SPINAKAR



#168 ARIADOS



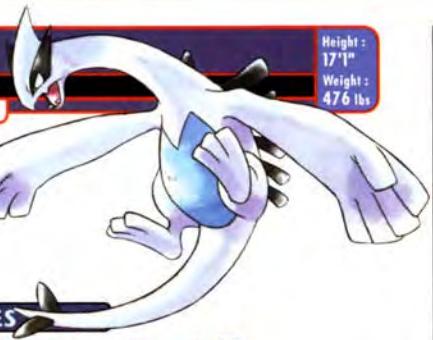
#226 MANTINE

**#249 LUGIA**

TYPE : PSYCHIC/FLYING

Height :  
17'1"  
Weight :  
476 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#
AEROBLAST	FLY	100	95	5	249
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
HYDRO PUMP	WTR	120	80	5	44
RAIN DANCE	WTR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#
02	HEADBUTT	NRM	70	100	15	249
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

**#250 HO-OH**

TYPE : FIRE/FLYING

Height :  
12'6"  
Weight :  
439 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
● ●	● ●
● ●	● ●
● ●	● ●

**LEVEL-UP ABILITIES**

ATTACK	TYPE	BA	AC	PP	#
SACRED FIRE	FIR	100	95	5	250
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
FIRE BLAST	FIR	120	85	5	44
SUNNY DAY	FIR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	99

**TM & HM ABILITIES**

#	ATTACK	TYPE	BA	AC	PP	#
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

# Pokémon

## #150 MEWTWO

TYPE : PSYCHIC

SPECIAL ATTACK	SPECIAL DEFENSE
●●●	●●●
●●●	●●●
●●●	●●●



Height:  
6'7"

Weight:  
269 lbs

### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#150
CONFUSION	PSY	50	100	25	-
DISABLE	NRM	-	55	20	-
BARRIER	PSY	-	-	30	11
SWIFT	NRM	60	-	20	22
PSYCH UP	NRM	-	-	10	33
FUTURE SIGHT	PSY	80	90	15	44
MIST	ICE	-	-	30	55
PSYCHIC	PSY	90	100	10	66
AMNESIA	PSY	-	-	20	77
RECOVER	NRM	-	-	20	88
SAFEGUARD	NRM	-	-	25	99

### TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#150
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
54	STRENGTH	NRM	80	100	15	●
55	FLASH	NRM	-	70	20	●

## #151 MEW

TYPE : PSYCHIC

Height:  
1'4"

Weight:  
9 lbs



### LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#151
POUND	NRM	40	100	35	-
TRANSFORM	NRM	-	-	10	10
MEGA PUNCH	NRM	80	85	20	20
METRONOME	NRM	-	-	10	30
PSYCHIC	PSY	90	100	10	40
ANCIENT POWER	RCK	60	100	5	50

### TM & HM ABILITIES

ALL



### PROF. ELM'S MEMO

Have You Seen Mew?

Even people who don't study Pokémon know that Mew is a very rare creature that cannot be caught in a normal way—you must get the Pokémon from Nintendo for it to be a true, official Mew. There have been numerous giveaways and events where the secret 151st Pokémon has been given away. Some of my colleagues in faraway places speak of a similar hidden Pokémon that you can't catch in Gold and Silver. Could it be true? If such a creature exists, it will likely be as difficult to acquire and as rare as Mew was before it. Keep your eyes open for opportunities.

No. 151 146	
MEW	/MEW
ITEM	BITTER BERRY
MOVE	MEGA DRAIN PP 10/10
	FLASH PP 20/20
	PSYCHIC PP 10/10
	ICE BEAM PP 9/10

PIDGEY
HP 13 ♀

MEW  
used ICE BEAM!

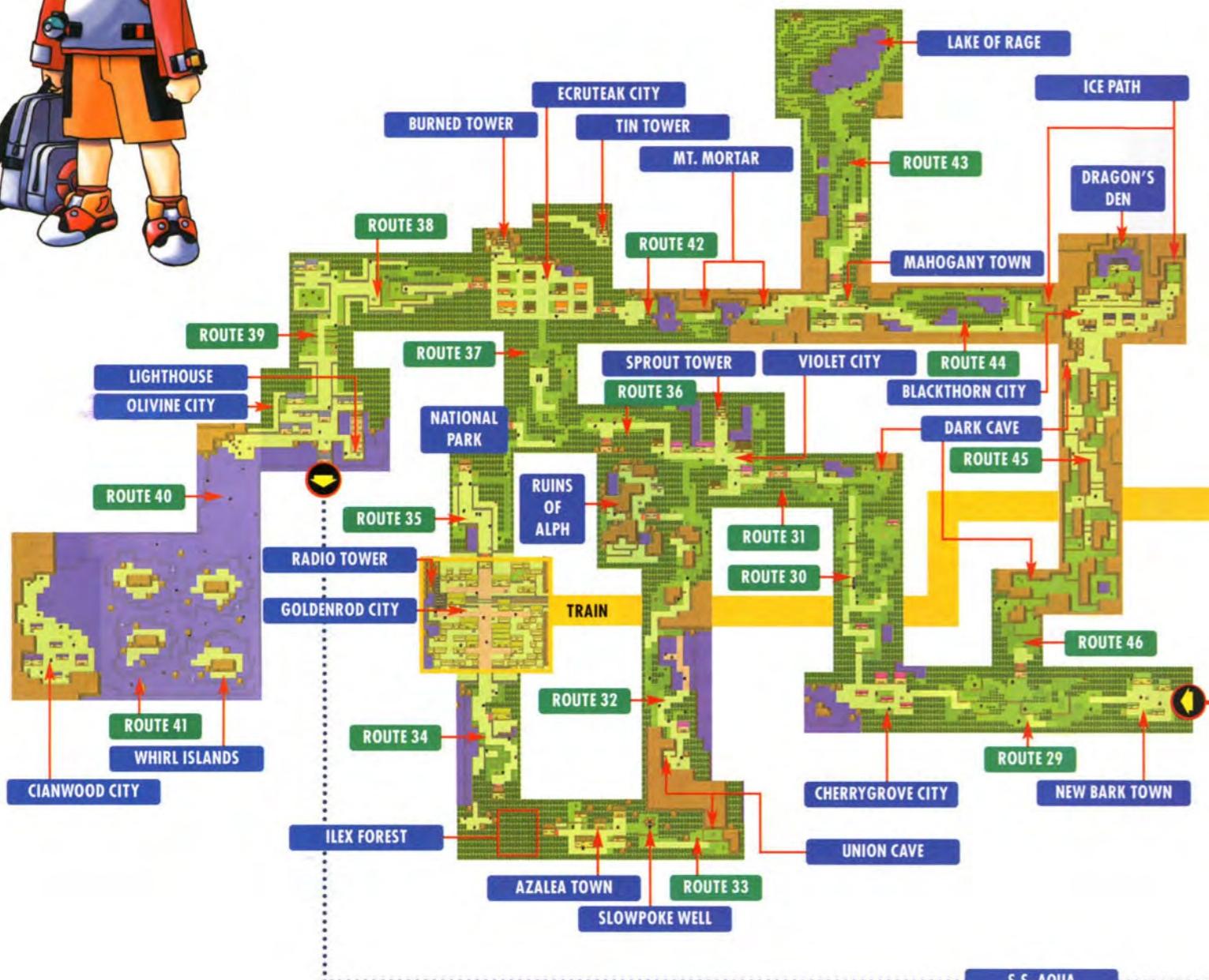
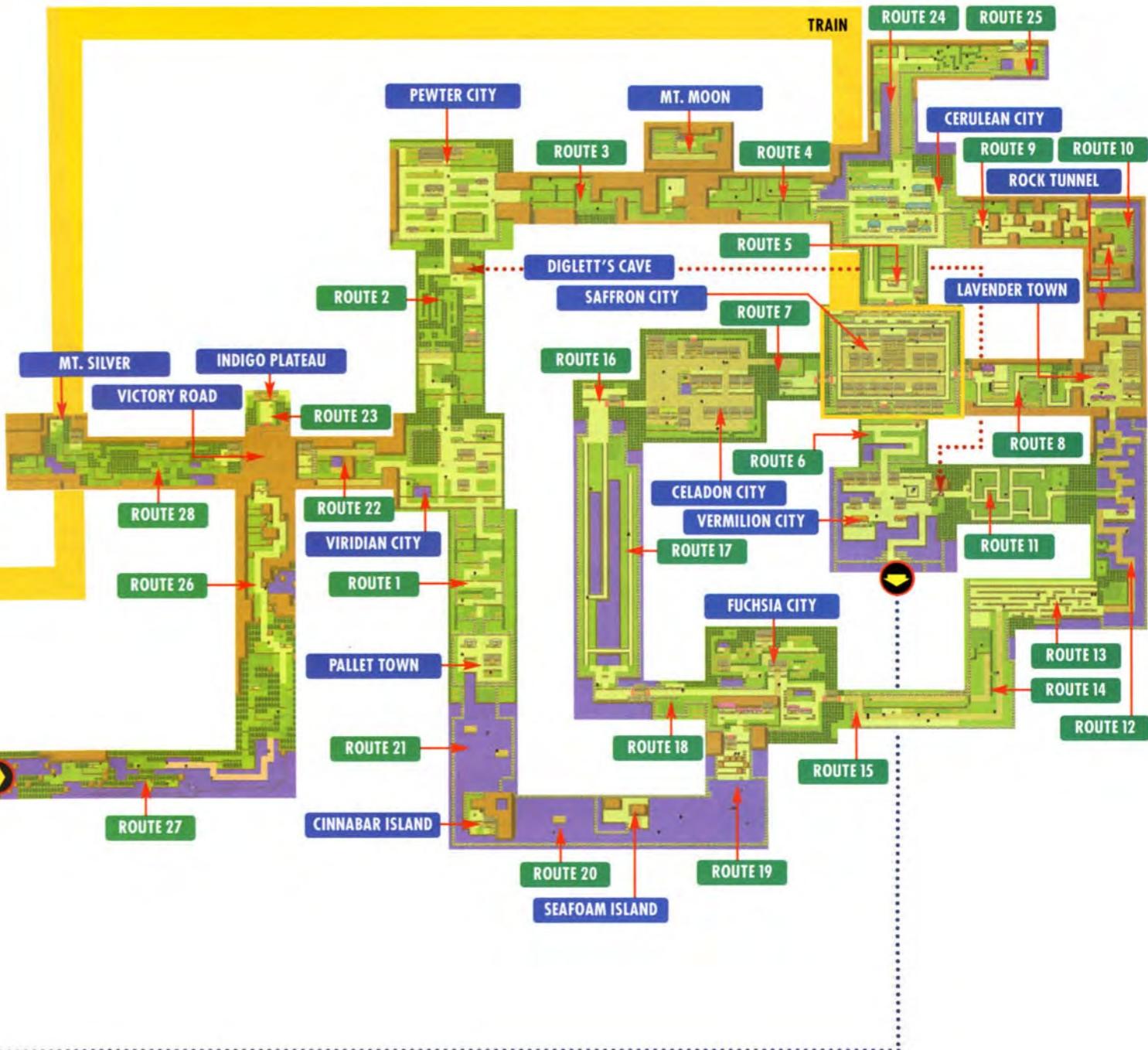
# Elm's Archives



# Pokémon World Map



Pokémon Gold and Silver begin in Johto. After you defeat the Elite Four, you'll make your way through Kanto, where Red, Blue and Yellow took place. The two lands are connected to each other physically, and it's easiest to travel between them by way of the train.


**JOHTO**

**KANTO**

# Reading the Locator

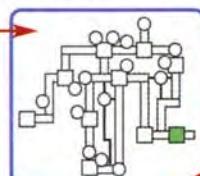
The PokéMon Locators on the following pages present an exhaustive reference for catching all the wild PokéMon in Gold and Silver. The information about where to catch

each PokéMon is presented twice—once by area name and once by the name of the PokéMon. Colors, icons and abbreviations are used in the PokéMon Locator, so study the keys.



## BY AREA

**AREA NAME** → **New Bark Town**

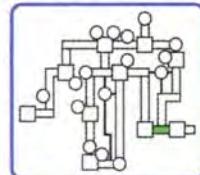


**AREA MAP**

**SURF OR FISHING ROD**

PokéMon color-coded blue are caught either by Surfing or by using one of the three fishing rods.

### Route 29



**O OLD ROD**

**G GOOD ROD**

**S SUPER ROD**

### AREA INDEX

AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE
<b>JOHTO</b>		BLACKTHORN CITY	108	TIN TOWER	102	ROUTE 14	116	FUCHSIA CITY	115
ROUTE 29	96	BURNED TOWER	102	UNION CAVE	98	ROUTE 15	116	MT. MOON	117
ROUTE 30	96	CHERRYGROVE CITY	96	VIOLET CITY	97	ROUTE 16	115	MT. SILVER	120
ROUTE 31	97	CIANWOOD CITY	105	WHIRL ISLANDS	104	ROUTE 17	115	PALLET TOWN	118
ROUTE 32	97	DARK CAVE	109			ROUTE 18	115	PEWTER CITY	117
ROUTE 33	99	DRAGON'S DEN	108	KANTO		ROUTE 19	119	ROCK TUNNEL	112
ROUTE 34	100	ECRUTEAK CITY	102	ROUTE 1	118	ROUTE 20	119	TOHJO FALLS	110
ROUTE 35	101	GOLDENROD CITY	100	ROUTE 2	117	ROUTE 21	119	VERMILION CITY	111
ROUTE 36	101	ICE PATH	107	ROUTE 3	117	ROUTE 22	120	VICTORY ROAD	111
ROUTE 37	101	ILEX FOREST	100	ROUTE 4	118	ROUTE 23	100	VIRIDIAN CITY	118
ROUTE 38	102	LAKE OF RAGE	107	ROUTE 5	114	ROUTE 24	113		
ROUTE 39	103	MT. MORTAR	105	ROUTE 6	111	ROUTE 25	114		
ROUTE 40	103	NATIONAL PARK	101	ROUTE 7	114	ROUTE 26	110		
ROUTE 41	103	NEW BARK TOWN	96	ROUTE 8	112	ROUTE 27	110		
ROUTE 42	105	OLIVINE CITY	103	ROUTE 9	112	ROUTE 28	120		
ROUTE 43	107	ROCKET HIDEOUT	106	ROUTE 10	112	CELADON CITY	114		
ROUTE 44	107	RUINS OF ALPH	98	ROUTE 11	116	CERULEAN CITY	113		
ROUTE 45	108	SLOWPOKE WELL	99	ROUTE 12	115	CINNABAR ISLAND	119		
ROUTE 46	109	SPROUT TOWER	97	ROUTE 13	116	DIGLETT'S CAVE	111		

### POKÉMON ID & NAME

### GOLD OR SILVER / MORNING, DAY, NIGHT

PokéMon location and frequency are different in Gold and Silver. A PokéMon's frequency can also vary at different times of day.

#	NAME	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY O G S			
#73	TENTACRUEL	MANY	O G S	MANY O G S			
#90	SHELlder	NONE	O G S	NONE O G S			
#129	MAGIKARP	NONE	O G S	NONE O G S			
#170	CHINChou	NONE	O G S	NONE O G S			
#171	LANTURN	NONE	O G S	NONE O G S			
#152	CHIKORITA						
#155	CYNDAQuIL						
#158	TOTODILE						

Prof. Elm presents you one of the three PokéMon.

### EVENT

#	NAME	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19	RATTATA	FEW	FEW	MANY	FEW	FEW	MANY
#161	SENTRET	MANY	MANY	NONE	MANY	MANY	NONE
#163	Hoothoot	NONE	NONE	MANY	NONE	NONE	MANY

### WILD

PokéMon color-coded green are found in the tall grass, inside a cave or inside a structure. They will attack you as you're walking in those areas. PokéMon may change from Few to Many after you receive a phone call from specific Trainers.

PokéMon that are not caught in battle are color-coded pink. You can catch the PokéMon during an event, by trading for them, by winning in a Game Corner or receiving them as gifts or some other special circumstance.

# BY NAME

## ICON CHART

### AREA

Each area the PokéMon appears in is listed in the Area column.

### LEVEL

The level or level ranges you can expect to find the PokéMon to fall in are listed in the Level column.

### MANY, FEW, NONE

The PokéMon's frequency within an area at a given time in each Pak is represented by M for Many, F for Few, N for None and R if you need to use a rod to catch it there. Each rod catches a set level of PokéMon.

**M** MANY

**F** FEW

**N** NONE

**R** USE ROD

LEV. 10	OLD ROD
LEV. 20	GOOD ROD
LEV. 40	SUPER ROD

**EVENT**

Event-related PokéMon

**TRAP**

Attacks inside a trap

**PRIZE**

Available as a prize in one of the Game Corners

**HB**

HEADBUTT

**RS**

ROCK SMASH

**TRADE**

In-game PokéMon trade



ID & NAME	ICON	GOLD OR SILVER MORNING, DAY, NIGHT					
		GOLD		SILVER		MORNING DAY NIGHT PISCING DAY NIGHT	
#232 DONPHAN	S	Type: GROUND	Page: 71				
ROUTE 28	40	N	N	N	M	M	M
MT. SILVER 1F (ENTRANCE)	44	N	N	N	M	M	M
MT. SILVER 1F-2F	47	N	N	N	M	M	M
MT. SILVER 2F (SMALL ROOM)	47	N	N	N	M	M	M
MT. SILVER 2F (DEEP)	50	N	N	N	M	M	M
MT. SILVER	42	N	N	N	M	M	M
VICTORY ROAD	33	N	N	N	M	M	M
#148 DRAGONAIR	L	Type: DRAGON	Page: 87				
ROUTE 45	10	R	I	R	R	R	R
DRAGON'S DEN	40	R	I	R	R	R	R
#149 DRAGONITE		Type: DRAGON/FLYING	Page: 87				
EVOLVE FROM DRAGONAIR (LV 55)							
#147 DRATINI	D	Type: DRAGON	Page: 87				
ROUTE 45	10-10	R	R	R	R	R	R
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
DRAGON'S DEN	20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-14	M	M	M	M	M	M
#86 DROWZEE	Z	Type: PSYCHIC	Page: 35				
ROUTE 11	14, 16	M	M	M	M	M	M
ROUTE 34	10, 12	M	M	M	M	M	M
ROUTE 35	14	M	M	M	M	M	M
#51 DUGTRIO	D	Type: GROUND	Page: 49				
DIGLETT'S CAVE	19, 24, 29	M	M	M	M	M	M
#206 DUNSPARCE	D	Type: NORMAL	Page: 23				
DARK CAVE (BLACKTHORN CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	4	M	M	M	M	M	M
#133 EEVEE	E	Type: NORMAL	Page: 66				
GOLDENROD CITY	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#23 EKANS	E	Type: POISON	Page: 23				
ROUTE 3	8	N	N	N	M	M	M
ROUTE 4	8	N	N	N	M	M	M
ROUTE 32	4	N	N	N	M	M	M
ROUTE 33	7	N	N	H	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	N	N	N
#125 ELECTABUZZ	E	Type: ELECTRIC	Page: 56				
ROUTE 10	15	F	N	F	F	N	F
ROUTE 10	15, 17	N	M	N	N	M	N
#101 ELECTRODE	E	Type: ELECTRIC	Page: 46				
MAHOGANY TOWN (HIDEOUT B2)	23	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#239 ELEKID	E	Type: ELECTRIC	Page: 56				
MUST HATCH AT A POKÉMON BREEDING CENTER							
#244 ENTEI	E	Type: FIRE	Page: 86				
JOHTO	40	RANDOM APPEARANCES AROUND JOHTO					

**TYPE**

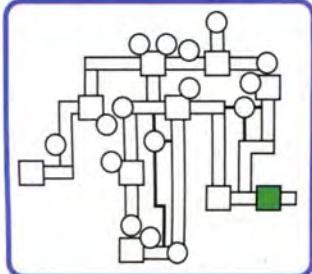
**POKéDEX PAGE**

The page the PokéMon appears on in the PokéDex section of the book is listed here.





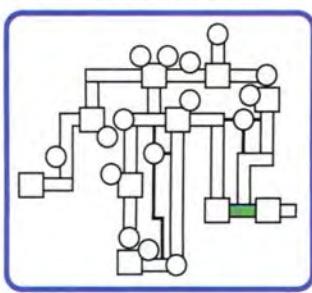
## New Bark Town



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S
#152	CHIKORITA						
#155	CYNDAQUIL						
#158	TOTODILE						

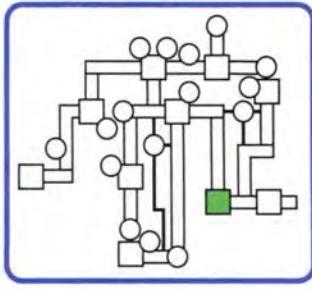
Prof. Elm presents you one of the three Pokémons.

## Route 29



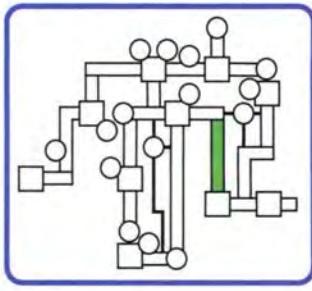
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY		MANY		MANY	
#19	RATTATA	FEW		FEW		FEW	
#161	SENTRET	MANY		MANY		MANY	
#163	HOOHTOOT	NONE		NONE		NONE	

## Cherrygrove City



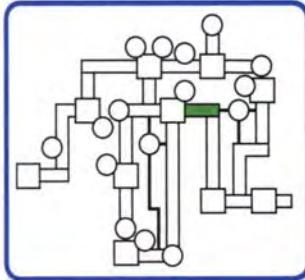
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120	STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222	CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S

## Route 30



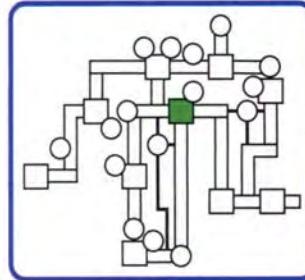
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY		MANY		MANY	
#11	METAPOD	MANY		MANY		MANY	
#13	WEEDLE	NONE		NONE		MANY	
#14	KAKUNA	NONE		NONE		MANY	
#16	PIDGEY	MANY		MANY		MANY	
#19	RATTATA	NONE		NONE		NONE	
#163	HOOHTOOT	NONE		NONE		NONE	
#165	LEDYBA	NONE		NONE		MANY	
#167	SPINARAK	NONE		NONE		NONE	
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 31



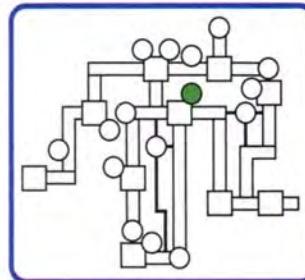
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19	RATTATA	NONE	NONE	MANY	NONE	NONE	MANY
#69	BELSPROUT	MANY	MANY	MANY	MANY	MANY	MANY
#163	HOOOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165	LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167	SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#60	POLIWAG	MANY OGS					
#61	POLIWHIRL	MANY OGS					
#129	MAGIKARP	NONE OGS					

## Violet City



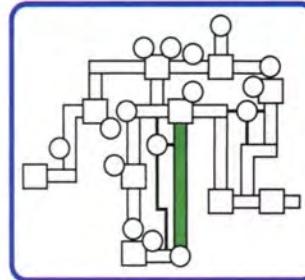
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60	POLIWAG	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS
#61	POLIWHIRL	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS
#129	MAGIKARP	NONE OGS	NONE OGS	NONE OGS	NONE OGS	NONE OGS	NONE OGS
#95	ONIX	Trade a Bellsprout for an Onix in a house in Violet City.					
#175	TOGEPI	Raise the Pokéémon Egg Elm's assistant gives you to hatch Togepi.					

## Sprout Tower (2nd & 3rd Floors)



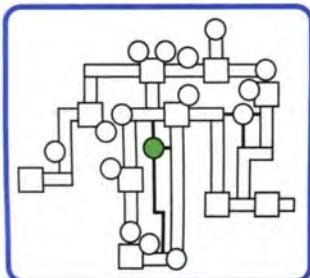
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#92	GASTLY	NONE	NONE	MANY	NONE	NONE	MANY

## Route 32



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	FEW	MANY	NONE
#23	EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#41	ZUBAT	FEW	NONE	FEW	FEW	NONE	FEW
#69	BELSPROUT	MANY	MANY	MANY	MANY	MANY	MANY
#179	MAREEP	MANY	MANY	MANY	MANY	MANY	MANY
#187	HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#194	WOOPER	NONE	NONE	MANY	NONE	NONE	MANY
#72	TENTACOOL	MANY OGS					
#73	TENTACRUEL	MANY OGS					
#129	MAGIKARP	NONE OGS					
#195	QUAGSIRE	MANY OGS					
#211	QWILFISH	NONE OGS					

# Ruins of Alph

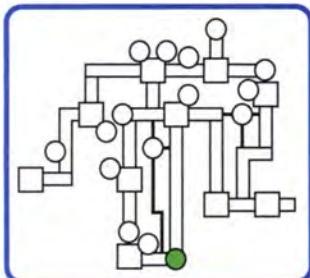


	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#177	NATU	MANY	MANY	MANY	MANY	MANY	MANY
	#235	SMEARGLE	MANY	MANY	MANY	MANY	MANY	MANY
	#60	POLIWAG	NONE O G S					
	#129	MAGIKARP	NONE O G S					
	#194	WOOPER	MANY O G S					
	#195	QUAGSIRE	MANY O G S					

# Ruins of Alph (Basement)

	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#201	UNOWN	MANY	MANY	MANY	MANY	MANY	MANY

# Union Cave



	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
	#27	SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
	#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
	#95	ONIX	FEW	FEW	FEW	FEW	FEW	FEW
	#118	GOLDEEN	NONE O G S					
	#119	SEAKING	NONE O G S					
	#129	MAGIKARP	NONE O G S					
	#194	WOOPER	MANY O G S					
	#195	QUAGSIRE	MANY O G S					

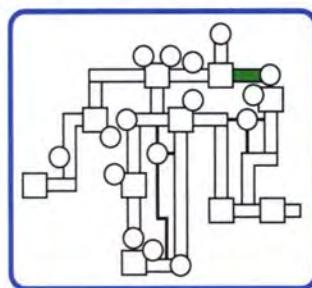
# Union Cave (1st Basement)

	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#19	RATTATA	FEW	FEW	FEW	MANY	MANY	MANY
	#27	SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
	#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
	#95	ONIX	MANY	MANY	MANY	MANY	MANY	MANY
	#118	GOLDEEN	NONE O G S					
	#119	SEAKING	NONE O G S					
	#129	MAGIKARP	NONE O G S					
	#194	WOOPER	MANY O G S					
	#195	QUAGSIRE	MANY O G S					

# Union Cave (2nd Basement)

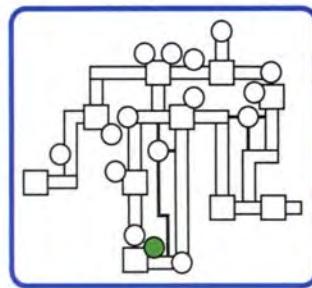
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	FEW	FEW	FEW	FEW	FEW	FEW
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#95	ONIX	FEW	FEW	FEW	FEW	FEW	FEW
#72	TENTACOOL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#73	TENTACRUEL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#98	KRABBY	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#99	KINGLER	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#120	STARYU	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#129	MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#195	QUAGSIRE	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#222	CORSOLA	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#131	LAPRAS	Lapras appears every Friday in Union Cave.					

# Route 33



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23	EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#41	ZUBAT	FEW	NONE	MANY	FEW	NONE	MANY
#187	HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE

# Slowpoke Well (1st Basement)

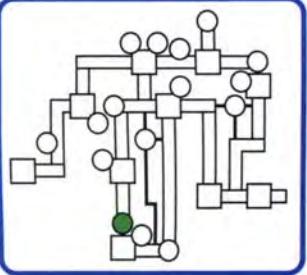


		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE	MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE	MANY O G S					
#118	GOLDEEN	NONE O G S					
#119	SEAKING	NONE O G S					
#129	MAGIKARP	NONE O G S					

# Slowpoke Well

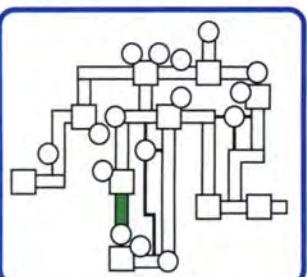
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#79	SLOWPOKE	MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE	MANY O G S					
#80	SLOWBRO	MANY O G S					
#118	GOLDEEN	NONE O G S					
#119	SEAKING	NONE O G S					
#129	MAGIKARP	NONE O G S					

# Ilex Forest



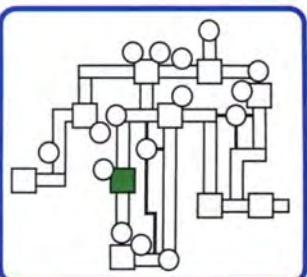
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#41	ZUBAT	FEW	FEW	MANY	FEW	FEW	MANY
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#46	PARAS	MANY	FEW	MANY	MANY	FEW	MANY
#54	PSYDUCK	MANY O G S					
#55	GOLDUCK	MANY O G S					
#60	POLIWAG	MANY O G S	MANY O G S	NONE O G S			
#129	MAGIKARP	NONE O G S					

# Route 34



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#96	DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#132	DITTO	FEW	FEW	FEW	FEW	FEW	FEW
#72	TENTACOOL	MANY O G S					
#73	TENTACRUEL	MANY O G S					
#98	KRABBY	NONE O G S					
#99	KINGLER	NONE O G S					
#120	STARYU	NONE O G S					
#129	MAGIKARP	NONE O G S					
#222	CORSOLA	NONE O G S					

# Goldenrod City



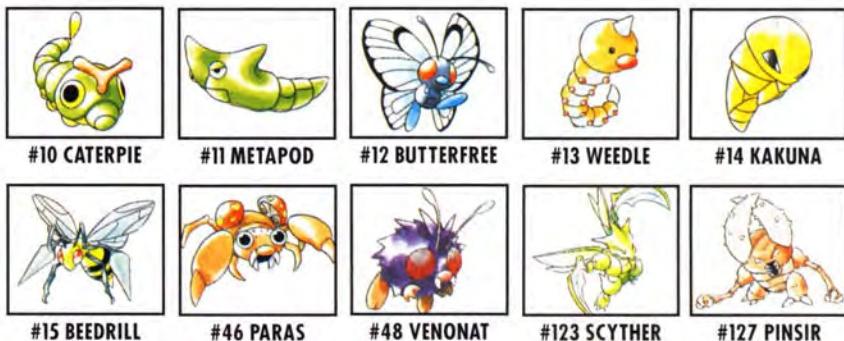
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#23	EKANS	Ekans is a prize in the Game Corner in Gold only. You need to turn in 700 coins to get it.					
#27	SANDSHREW	Sandshrew is a prize in the Game Corner in Silver only. You need to turn in 700 coins to get it.					
#63	ABRA	Abra is a prize in the Game Corner. You need to turn in 200 coins to get it.					
#66	MACHOP	Trade a Drowzee for a Machop on the fifth floor of the Department Store.					
#133	EEVEE	After you meet Bill in Ecruteak City, return to his house in Goldenrod to receive Eevee.					
#147	DRATINI	Dratini is a prize in the Game Corner. You need to turn in 2,100 coins to get it.					

## Bug-Catching Contest in National Park

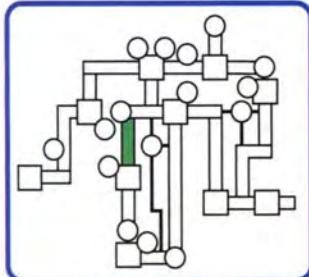
Check out the Bug-Catching Contest every Tuesday, Thursday and Saturday at National Park. Some Bug-types like Scyther and Pinsir show up only during the event. You can keep only one Bug-type per event. You might win one of the prizes, too, if you catch a high-level Scyther, Pinsir or Butterfree.

### PRIZES

1ST	SUN STONE
2ND	EVERSTONE
3RD	GOLD BERRY
CONSOLATION	BERRY

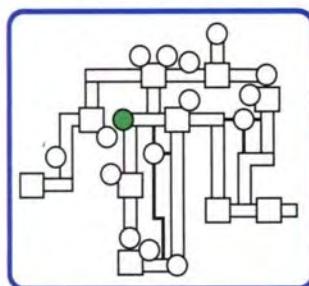


## Route 35



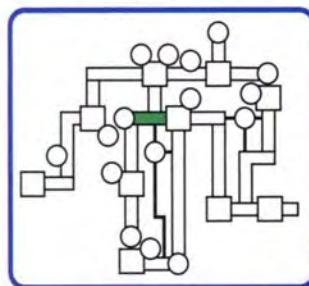
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	FEW	FEW	NONE	FEW	FEW	NONE
#29	NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY
#32	NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#96	DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#132	DITTO	FEW	FEW	FEW	FEW	FEW	FEW
#163	HOOHTHOOT	NONE	NONE	FEW	NONE	NONE	FEW
#193	YANMA	FEW	FEW	FEW	FEW	FEW	FEW
#193	YANMA	MANY	MANY	MANY	MANY	MANY	MANY
#54	PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#55	GOLDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#60	POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## National Park



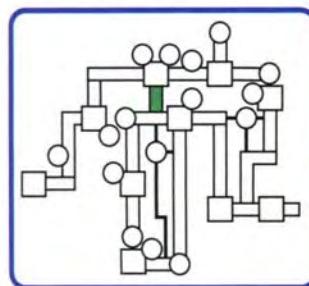
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#163	HOOHTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#191	SUNKERN	NONE	MANY	NONE	NONE	MANY	NONE

## Route 36



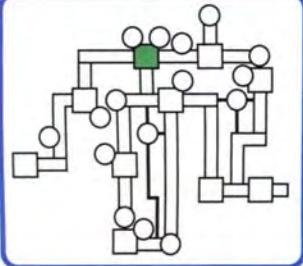
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#29	NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY
#32	NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY
#37	VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58	GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163	HOOHTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#234	STANTLER	FEW	FEW	FEW	FEW	FEW	FEW
#185	SUDOWOODO	Use the Squirtbottle on the strange tree on Route 36 to fight the only Sudowoodo in the game.					

## Route 37



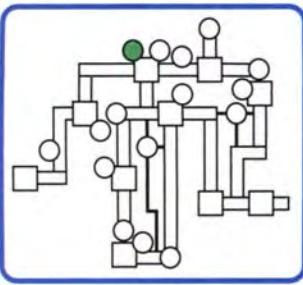
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#17	PIDGEOTTO	NONE	FEW	NONE	NONE	FEW	NONE
#37	VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58	GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163	HOOHTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165	LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167	SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#234	STANTLER	MANY	MANY	MANY	MANY	MANY	MANY

# Ecruteak City



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Burned Tower (1st Floor)

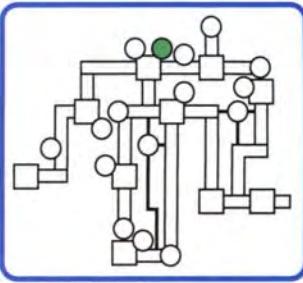


		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20	RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#109	KOFFING	MANY	MANY	MANY	MANY	MANY	MANY

## Burned Tower (Basement)

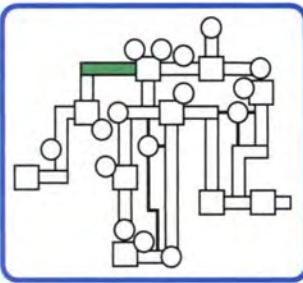
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#109	KOFFING	MANY	MANY	MANY	MANY	MANY	MANY
#126	MAGMAR	FEW	MANY	FEW	FEW	MANY	FEW

## Tin Tower (2nd through 9th Floors )



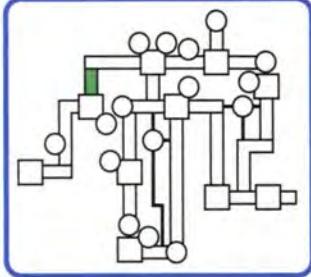
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#92	GASTLY	NONE	NONE	MANY	NONE	NONE	MANY
#250	HO-OH	After you have the Rainbow Wing, climb to the top of Tin Tower to find Ho-oh.					

## Route 38



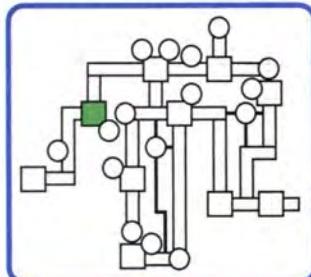
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#81	MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#83	FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE
#128	TAUROS	FEW	FEW	FEW	FEW	FEW	FEW
#209	SNUBBULL (BEFORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#209	SNUBBULL (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#241	MILTANK	FEW	FEW	FEW	FEW	FEW	FEW

## Route 39



GOLD				SILVER			
	MORNING	DAY	NIGHT		MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	NONE	NONE	NONE	NONE
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#83 FARFETCH'D	MANY	MANY	NONE	MANY	MANY	MANY	NONE
#128 TAUROS	FEW	FEW	FEW	FEW	FEW	FEW	FEW
#241 MILKTANK	FEW	FEW	FEW	FEW	FEW	FEW	FEW

## Olivine City

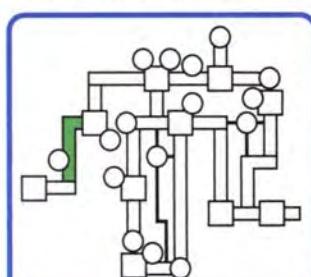


GOLD				SILVER			
	MORNING	DAY	NIGHT		MORNING	DAY	NIGHT
#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#100 VOLTORB	Trade a Krabby for a Voltorb inside a house in Olivine.						

## Olivine City (Bay)

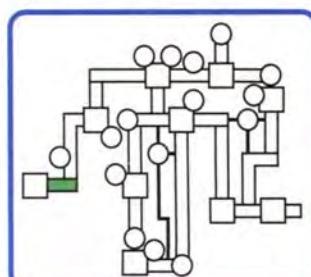
GOLD				SILVER			
	MORNING	DAY	NIGHT		MORNING	DAY	NIGHT
#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE

## Route 40



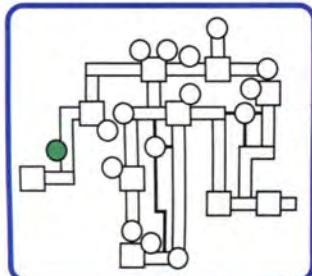
GOLD				SILVER			
	MORNING	DAY	NIGHT		MORNING	DAY	NIGHT
#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE

## Route 41



GOLD				SILVER			
	MORNING	DAY	NIGHT		MORNING	DAY	NIGHT
#72 TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S	NONE
#226 MANTINE	MANY	O G S	MANY	O G S	NONE	O G S	NONE

# Whirl Islands



	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
	#86	SEEL	MANY	MANY	MANY	MANY	MANY	MANY
	#98	KRABBY	MANY	MANY	MANY	MANY	MANY	MANY
	#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
	#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
	#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
	#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
	#116	HORSEA	MANY	O G S	MANY	O G S	MANY	O G S
	#117	SEADRA	NONE	O G S	NONE	O G S	NONE	O G S
	#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Whirl Islands (1st Basement)

	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
	#86	SEEL	MANY	MANY	MANY	MANY	MANY	MANY
	#98	KRABBY	MANY	MANY	MANY	MANY	MANY	MANY

## Whirl Islands (2nd Basement)

	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
	#86	SEEL	MANY	MANY	MANY	MANY	MANY	MANY
	#98	KRABBY	MANY	MANY	MANY	MANY	MANY	MANY
	#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
	#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
	#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
	#116	HORSEA	MANY	O G S	MANY	O G S	MANY	O G S
	#117	SEADRA	NONE	O G S	NONE	O G S	NONE	O G S
	#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

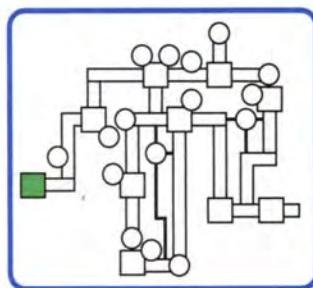
## Whirl Islands (3rd Basement)

	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
	#86	SEEL	MANY	MANY	MANY	MANY	MANY	MANY
	#98	KRABBY	MANY	MANY	MANY	MANY	MANY	MANY
	#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
	#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
	#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
	#116	HORSEA	MANY	O G S	MANY	O G S	MANY	O G S
	#117	SEADRA	MANY	O G S	MANY	O G S	MANY	O G S
	#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Whirl Islands (4th Basement)

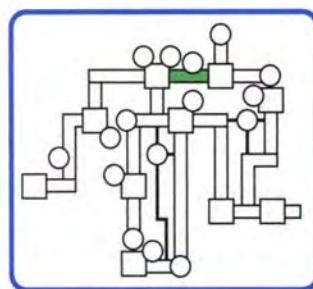
	#41	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#86	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#98	SEEL	MANY	MANY	MANY	MANY	MANY	MANY
#98	KRABBY	MANY	MANY	MANY	MANY	MANY	MANY
#73	TENTACRUEL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#98	KRABBY	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#99	KINGLER	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#116	HORSEA	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#117	SEADRA	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129	MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#249	LUGIA	After you have the Silver Wing, search for Lugia in a small pool inside Whirl Islands.					

## Cianwood City



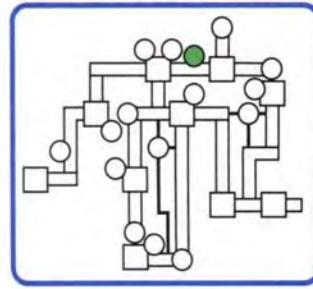
	#98	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#213	KRABBY	RS	RS	RS	RS	RS	RS
#213	SHUCKLE	RS	RS	NONE	RS	RS	NONE
#72	TENTACOOL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#73	TENTACRUEL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#98	KRABBY	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#99	KINGLER	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#120	STARYU	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#129	MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#222	CORSOLA	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#213	SHUCKLE	Take the Trainer inside the house's Shuckle to keep it safe. If it likes you, the Trainer will give it to you.					

## Route 42



	#21	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#41	ZUBAT	NONE	NONE	MANY	NONE	NONE	MANY
#56	MANKEY	MANY	MANY	MANY	NONE	NONE	NONE
#179	MAREEP	MANY	MANY	MANY	MANY	MANY	MANY
#180	FLAFFFY	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	MANY O G S					
#119	SEAKING	MANY O G S					
#129	MAGIKARP	NONE O G S					

## Mt. Mortar (1st & 2nd Floors)



	#19	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66	MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE	FEW	FEW	FEW	FEW	FEW	FEW
#183	MARILL	FEW	FEW	FEW	FEW	FEW	FEW
#183	MARILL	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	MANY O G S					
#119	SEAKING	MANY O G S					
#129	MAGIKARP	NONE O G S					
#183	MARILL	MANY O G S					



## Mt. Mortar (Inside 1st Floor)

GOLD			SILVER			
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

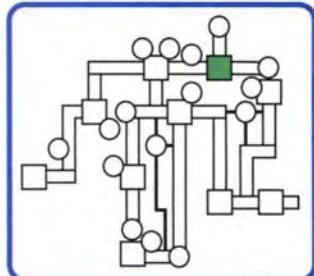
## Mt. Mortar (Inside 2nd Floor)

GOLD			SILVER			
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	FEW	FEW	FEW	FEW	FEW	FEW
#67 MACHOKE	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	MANY OGS					
#119 SEAKING	MANY OGS					
#129 MAGIKARP	NONE OGS					

## Mt. Mortar (Inside Basement)

GOLD			SILVER			
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	FEW	FEW	FEW	FEW	FEW	FEW
#118 GOLDEEN	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS
#119 SEAKING	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS	MANY OGS
#129 MAGIKARP	NONE OGS	NONE OGS	NONE OGS	NONE OGS	NONE OGS	NONE OGS
#236 TYROGUE	Defeat the Karate King to earn Tyrogue.					

## Rocket Hideout (1st Basement)

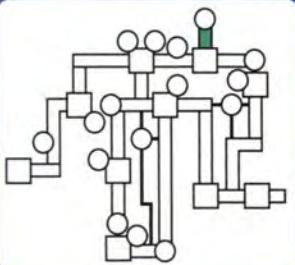


GOLD			SILVER			
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#74 GEODUDE	Geodude may appear and attack from Team Rocket's booby-trapped floor.					
#100 VOLTORB	Voltorb may appear and attack from Team Rocket's booby-trapped floor.					
#109 KOFFING	Koffing may appear and attack from Team Rocket's booby-trapped floor.					

## Rocket Hideout (2nd Basement)

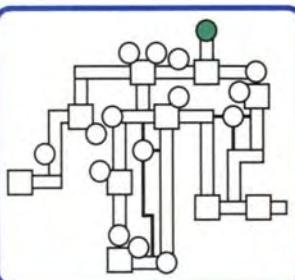
GOLD			SILVER			
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#101 ELECTRODE	Defeat and capture the Electrode powering Team Rocket's contraption.					

## Route 43



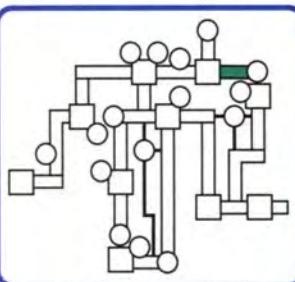
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17	PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#48	VENONAT	FEW	NONE	MANY	FEW	NONE	MANY
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#179	MAREEP	MANY	MANY	FEW	MANY	MANY	FEW
#180	FLAFFFY	MANY	MANY	MANY	MANY	MANY	MANY
#203	GIRAFARIG	MANY	MANY	MANY	MANY	MANY	MANY
#60	POLIWAG	NONE O G S					
#129	MAGIKARP	MANY O G S					

## Lake of Rage



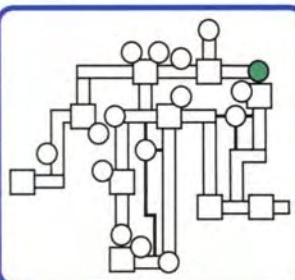
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129	MAGIKARP	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#130	GYARADOS	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#130	GYARADOS	Surf out to the red Gyarados on the north side of the lake.					

## Route 44



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#69	BELSPROUT	MANY	MANY	MANY	MANY	MANY	MANY
#70	WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY
#108	LIKITUNG	MANY	MANY	MANY	MANY	MANY	MANY
#114	TANGELA	MANY	MANY	MANY	MANY	MANY	MANY
#60	POLIWAG	MANY O G S					
#61	POLIWHIRL	MANY O G S					
#129	MAGIKARP	NONE O G S					
#223	REMORAID	NONE O G S					

## Ice Path (1st Floor and 1st Basement)



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124	JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220	SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225	DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY



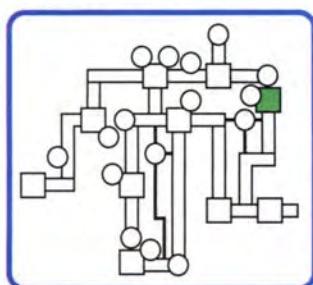
## Ice Path (2nd Basement)

	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#41	ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
	#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#124	JYNX	FEW	MANY	FEW	FEW	MANY	FEW
	#220	SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
	#225	DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Ice Path (3rd Basement)

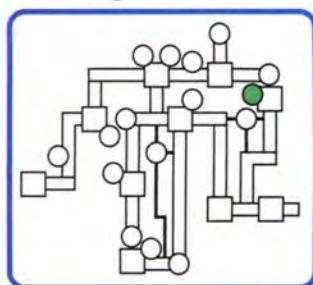
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#41	ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
	#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#124	JYNX	FEW	MANY	FEW	FEW	MANY	FEW
	#220	SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
	#225	DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

## Blackthorn City



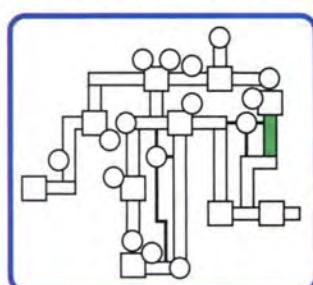
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#60	POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
	#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
	#112	RHYDON	Trade a female Dragonair for a Rhydon with a Trainer inside a house in Blackthorn City.					

## Dragon's Den



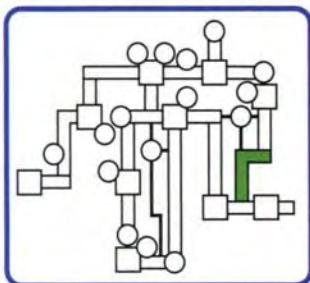
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
	#147	DRATINI	MANY	O G S	MANY	O G S	MANY	O G S
	#148	DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S

## Route 45



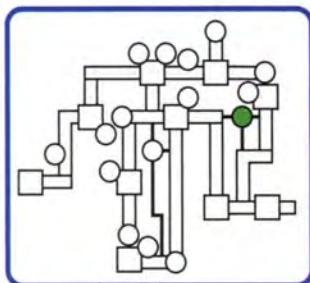
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
	#75	GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
	#207	GLIGAR	MANY	MANY	MANY	NONE	NONE	NONE
	#216	TEDDIURSA	MANY	MANY	MANY	NONE	NONE	NONE
	#227	SKARMORY	NONE	NONE	NONE	FEW	FEW	FEW
	#231	PHANPY	NONE	NONE	NONE	MANY	MANY	MANY
	#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
	#147	DRATINI	NONE	O G S	NONE	O G S	NONE	O G S
	#148	DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S

# Route 46



GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

## Dark Cave (Violet City Side)

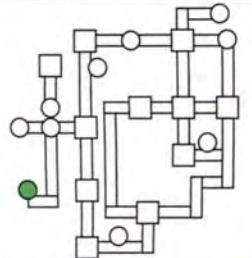


GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#206 DUNSPARCE (BEFORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#206 DUNSPARCE (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	NONE O G S					
#119 SEAKING	NONE O G S					
#129 MAGIKARP	MANY O G S					

## Dark Cave (Blackthorn City Side)

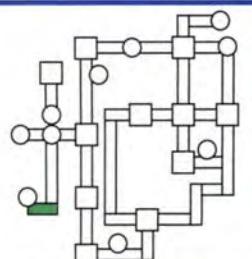
GOLD				SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#202 WOBBUFFET	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	NONE O G S					
#119 SEAKING	NONE O G S					
#129 MAGIKARP	MANY O G S					

# Tohjo Falls



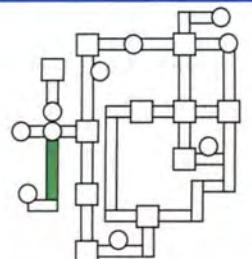
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	FEW	FEW	FEW	FEW	FEW	FEW
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE	MANY	MANY	MANY	MANY	MANY	MANY
#79	SLOWPOKE	MANY	O G S	MANY	O G S	MANY	O G S
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

# Route 27



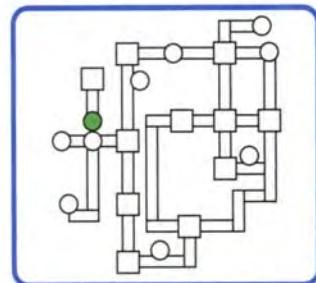
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#24	ARBOK	NONE	NONE	NONE	MANY	MANY	MANY
#28	SANDSLASH	FEW	FEW	FEW	NONE	NONE	NONE
#77	PONYTA	FEW	FEW	FEW	FEW	FEW	FEW
#84	DODUO	MANY	MANY	NONE	MANY	MANY	NONE
#85	DODRIO	NONE	NONE	NONE	FEW	FEW	NONE
#195	QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

# Route 26



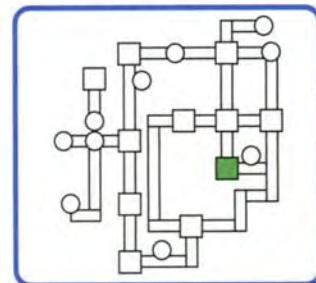
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20	RATICATE	FEW	FEW	MANY	MANY	MANY	MANY
#28	SANDSLASH	MANY	MANY	MANY	NONE	NONE	NONE
#77	PONYTA	MANY	MANY	MANY	MANY	MANY	MANY
#84	DODUO	MANY	MANY	NONE	MANY	MANY	FEW
#85	DODRIO	FEW	FEW	NONE	NONE	NONE	NONE
#195	QUAGSIRE	NONE	NONE	MANY	NONE	NONE	FEW
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

## Victory Road



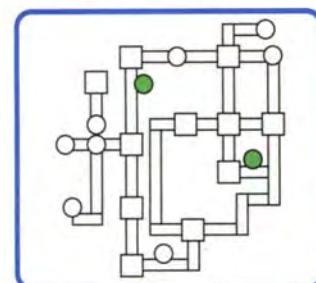
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#75	GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#95	ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#111	RHYHORN	FEW	FEW	FEW	FEW	FEW	FEW
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY

## Vermilion City



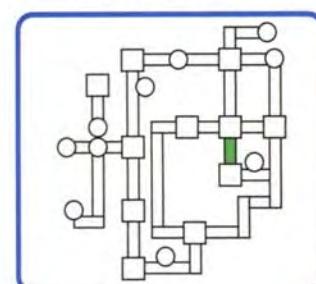
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S
#143	SNORLAX	Wake the Snorlax blocking Diglett's Cave with your radio, then battle it.					

## Diglett's Cave



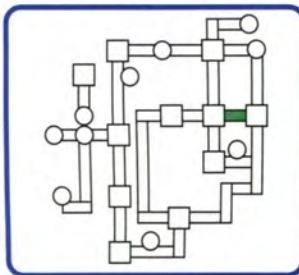
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#50	DIGLETT	MANY	MANY	MANY	MANY	MANY	MANY
#51	DUGTRIO	MANY	MANY	MANY	MANY	MANY	MANY

## Route 6



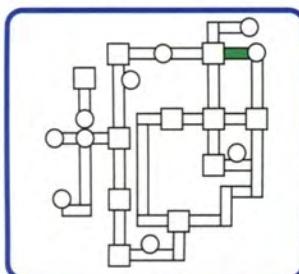
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69	BELSPROUT	MANY	MANY	MANY	MANY	MANY	MANY
#81	MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#54	PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#55	GOLDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#60	POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 8



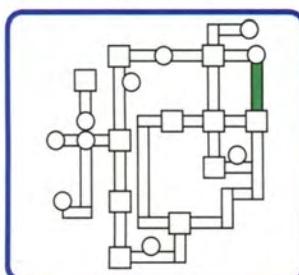
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17	PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#37	VULPIX	NONE	NONE	NONE	MANY	MANY	FEW
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#58	GROWLITHE	MANY	MANY	FEW	NONE	NONE	NONE
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#64	KADABRA	FEW	FEW	FEW	FEW	FEW	FEW
#93	HAUNTER	NONE	NONE	MANY	NONE	NONE	MANY
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY

## Route 9



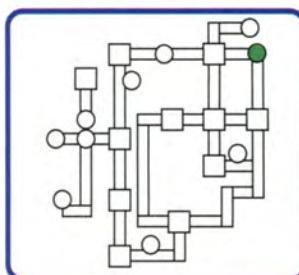
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22	FEAROW	FEW	FEW	NONE	FEW	FEW	NONE
#56	MANKEY	MANY	MANY	MANY	NONE	NONE	NONE
#57	PRIMEAPE	FEW	FEW	FEW	NONE	NONE	NONE
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 10



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22	FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#100	VOLTORB	MANY	MANY	MANY	MANY	MANY	MANY
#125	ELECTABUZZ	FEW	MANY	FEW	FEW	MANY	FEW
#195	QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Rock Tunnel (1st Basement)

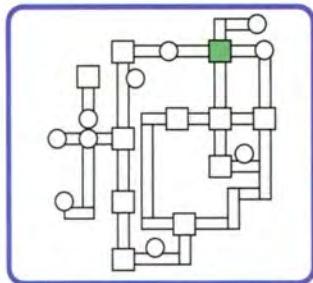


		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66	MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#67	MACHOKE	FEW	FEW	FEW	FEW	FEW	FEW
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#104	CUBONE	MANY	MANY	MANY	MANY	MANY	MANY

## Rock Tunnel (2nd Basement)

	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
	#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
	#95	ONIX	MANY	MANY	MANY	MANY	MANY	MANY
	#104	CUBONE	MANY	MANY	MANY	MANY	MANY	MANY
	#105	MAROWAK	FEW	FEW	FEW	FEW	FEW	FEW
	#115	KANGASKHAN	FEW	FEW	FEW	FEW	FEW	FEW

## Cerulean City

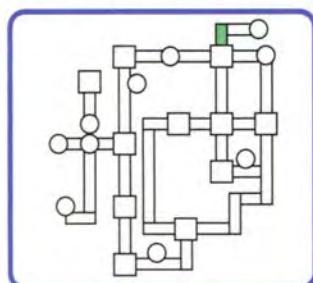


	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
	#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
	#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Cerulean City (Cerulean Gym)

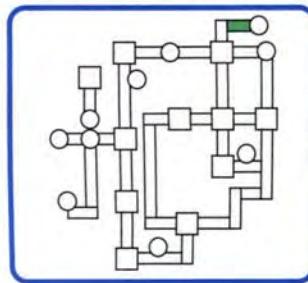
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
	#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
	#120	STARYU	NONE	O G S	NONE	O G S	NONE	O G S
	#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
	#222	CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S

## Route 24



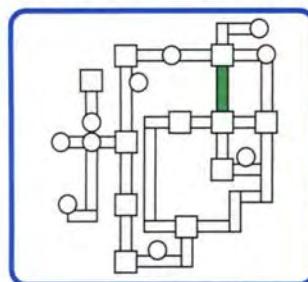
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
	#48	VENONAT	FEW	NONE	MANY	FEW	NONE	MANY
	#49	VENOMOTH	NONE	NONE	FEW	NONE	NONE	FEW
	#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
	#69	BELSPROUT	MANY	MANY	FEW	MANY	MANY	FEW
	#70	WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY
	#191	SUNKERN	NONE	MANY	NONE	NONE	MANY	NONE
	#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
	#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
	#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 25



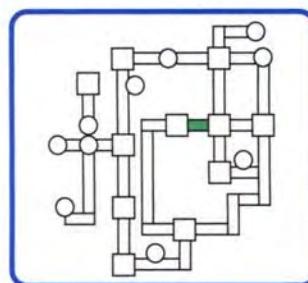
	MONSTER	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#17	PIDGEOTTO	FEW	FEW	NONE	FEW	FEW	NONE
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#48	VENONAT	MANY	NONE	MANY	MANY	NONE	MANY
#49	VENOMOTH	NONE	NONE	MANY	NONE	NONE	MANY
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69	BELSPROUT	MANY	MANY	FEW	MANY	MANY	FEW
#70	WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY
#118	GOLDEEN	MANY O G S					
#119	SEAKING	MANY O G S					
#129	MAGIKARP	NONE O G S					

## Route 5



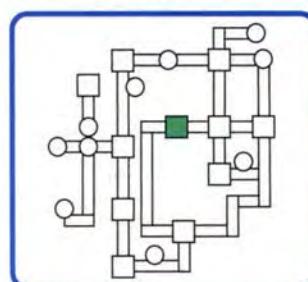
	MONSTER	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#43	ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#44	GLOOM	NONE	NONE	MANY	NONE	NONE	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#63	ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69	BELSPROUT	MANY	MANY	MANY	MANY	MANY	MANY

## Route 7



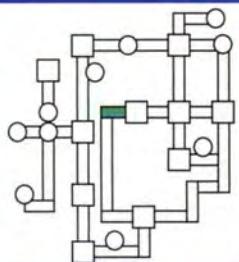
	MONSTER	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20	RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#37	VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#52	MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#53	PERSIAN	NONE	NONE	NONE	FEW	FEW	FEW
#58	GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#198	MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
#228	HOUNDOUR	NONE	NONE	FEW	NONE	NONE	FEW

## Celadon City



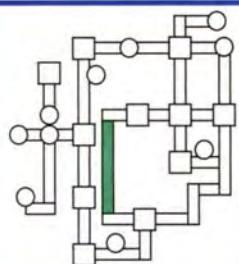
	MONSTER	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#88	GRIMER	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#89	MUK	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#113	EEVEE	Eevee is a prize in the Celadon City Game Corner. You need to turn in 6,666 coins to get it.					
#122	MR. MIME	Mr. Mime is a prize in the Celadon City Game Corner. You need to turn in 3,333 coins to get it.					
#137	PORYGON	Porygon is a prize in the Celadon City Game Corner. You need to turn in 9,999 coins to get it.					

## Route 16



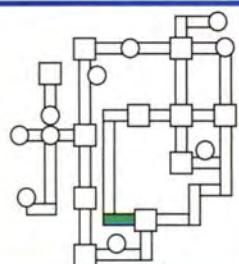
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#22	FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
	#88	GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
	#89	MUK	FEW	FEW	FEW	FEW	FEW	FEW
	#198	MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
	#218	SLUGMA	FEW	FEW	FEW	FEW	FEW	FEW

## Route 17



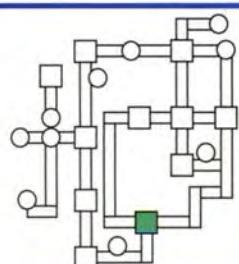
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#22	FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
	#88	GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
	#89	MUK	FEW	FEW	MANY	FEW	FEW	MANY
	#218	SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Route 18



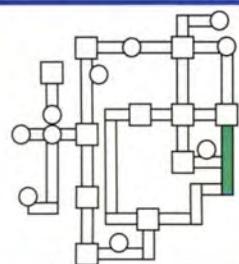
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#22	FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
	#88	GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
	#89	MUK	FEW	FEW	MANY	FEW	FEW	MANY
	#218	SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

## Fuchsia City



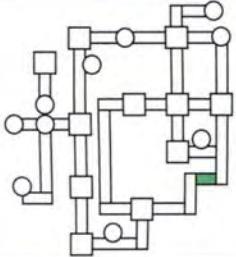
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#129	MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S
	#130	GYARADOS	NONE	O G S	NONE	O G S	NONE	O G S

## Route 12



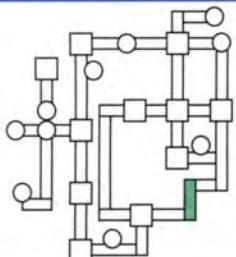
	#	Name	GOLD			SILVER		
			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
	#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
	#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
	#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
	#195	QUAGSIRE	MANY	O G S	MANY	O G S	MANY	O G S
	#211	QWILFISH	NONE	O G S	NONE	O G S	NONE	O G S

## Route 13



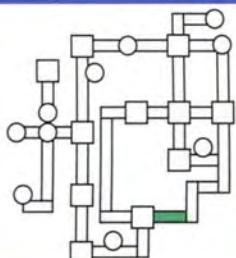
	PIDGEOTTO	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17	PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30	NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33	NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113	CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187	HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195	QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#72	TENTACOOL	MANY O G S					
#73	TENTACRUEL	MANY O G S					
#129	MAGIKARP	NONE O G S					
#195	QUAGSIRE	MANY O G S					
#211	QWILFISH	NONE O G S					

## Route 14



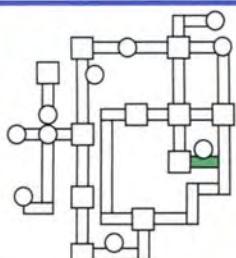
	PIDGEOTTO	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17	PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30	NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33	NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113	CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187	HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#188	SKIPLOOM	MANY	MANY	NONE	MANY	MANY	NONE
#195	QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#142	AERODACTYL	Trade a Chansey to a Trainer for her Aerodactyl.					

## Route 15



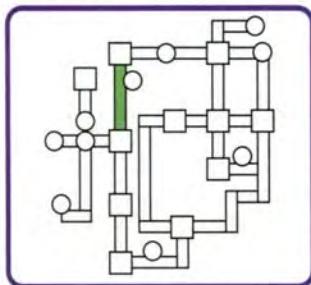
	PIDGEOTTO	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17	PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30	NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33	NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113	CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187	HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195	QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY

## Route 11



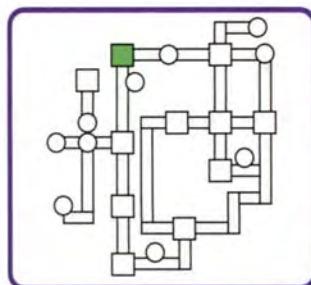
	RATTATA	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#81	MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#96	DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#97	HYPNO	MANY	MANY	MANY	MANY	MANY	MANY

## Route 2



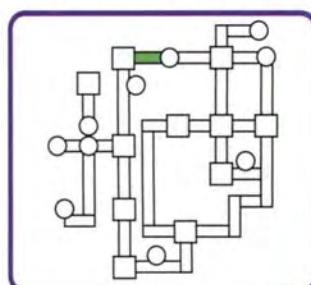
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#12	BUTTERFREE	MANY	NONE	NONE	NONE	NONE	NONE
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#15	BEEDRILL	NONE	NONE	NONE	MANY	NONE	NONE
#16	PIDGEY	MANY	MANY	NONE	NONE	MANY	NONE
#17	PIDGEOTTO	FEW	FEW	NONE	NONE	FEW	NONE
#25	PIKACHU	FEW	FEW	FEW	FEW	FEW	FEW
#163	HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#165	LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#166	LEDIAN	NONE	NONE	NONE	FEW	NONE	NONE
#167	SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#168	ARIADOS	NONE	NONE	FEW	NONE	NONE	NONE

## Pewter City



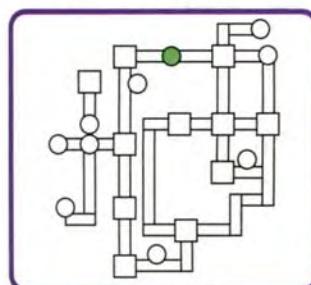
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#78	RAPIDASH	Trade a Gloom to the man in the Pokécenter for his Rapidash.					

## Route 3



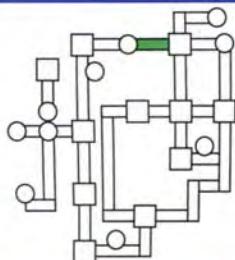
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23	EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#24	ARBOK	NONE	NONE	NONE	FEW	FEW	FEW
#39	JIGGLYPUFF	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	NONE	NONE	MANY	NONE	NONE	MANY

## Mt. Moon



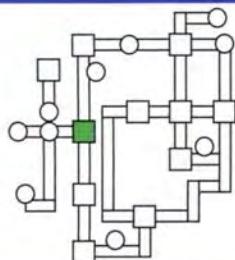
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#27	SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
#28	SANDSLASH	FEW	FEW	FEW	NONE	NONE	NONE
#35	CLEFAIRY	FEW	FEW	FEW	FEW	FEW	FEW
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#46	PARAS	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

## Route 4



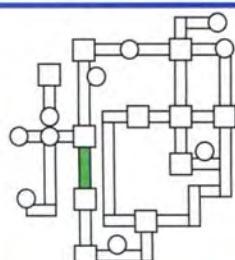
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	MANY	MANY	MANY	NONE
#23	EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#24	ARBOK	NONE	NONE	NONE	FEW	FEW	FEW
#39	JIGGLYPUFF	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	NONE	NONE	MANY	NONE	NONE	MANY
#118	GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119	SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Viridian City



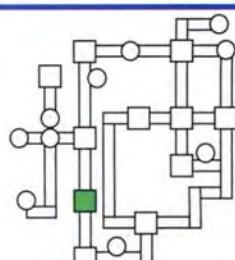
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 1



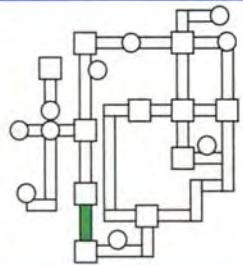
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16	PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#161	SENTRET	MANY	MANY	NONE	MANY	MANY	NONE
#162	FURRET	FEW	FEW	NONE	FEW	FEW	NONE
#163	HOOHTOOT	NONE	NONE	MANY	NONE	NONE	MANY

## Pallet Town



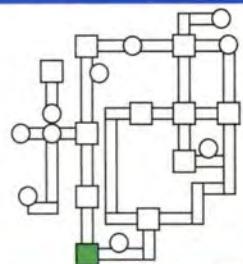
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELDRER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

## Route 21



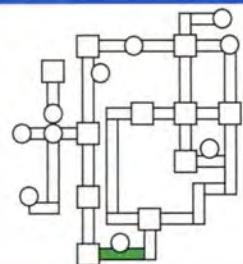
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#114	TANGELA	MANY	MANY	MANY	MANY	MANY	MANY
#122	MR. MIME	FEW	NONE	FEW	FEW	NONE	FEW
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

## Cinnabar Island



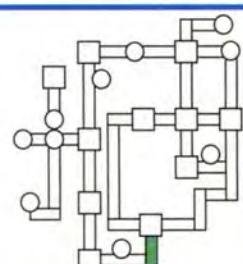
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

## Route 20



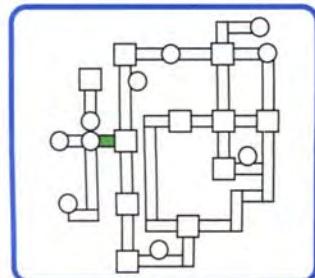
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90	SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170	CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171	LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

## Route 19



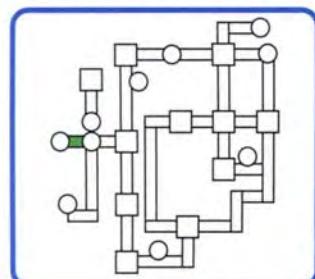
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72	TENTACOOL	MANY	O G S	MANY	O G S	MANY	O G S
#73	TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#98	KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99	KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120	STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222	CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S

## Route 22



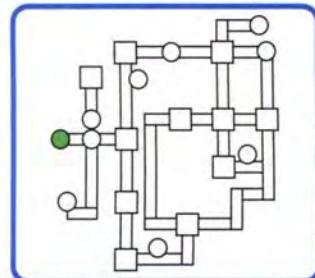
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#22	FEAROW	FEW	FEW	NONE	FEW	FEW	NONE
#77	PONYTA	FEW	FEW	FEW	FEW	FEW	FEW
#84	DODUO	MANY	MANY	NONE	MANY	MANY	NONE
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Route 28



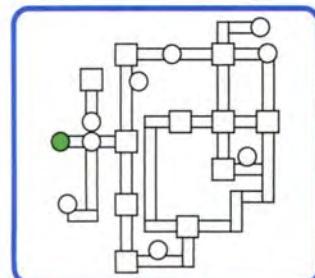
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#77	PONYTA	MANY	MANY	MANY	MANY	MANY	MANY
#78	RAPIDASH	MANY	MANY	MANY	MANY	MANY	MANY
#84	DODUO	FEW	FEW	NONE	FEW	FEW	NONE
#85	DODRIO	FEW	FEW	NONE	FEW	FEW	NONE
#114	TANGELA	MANY	MANY	MANY	MANY	MANY	MANY
#215	SNEASEL	NONE	NONE	MANY	NONE	NONE	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Mt. Silver



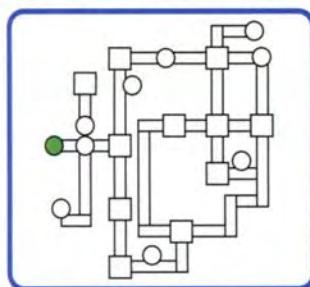
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#77	PONYTA	MANY	MANY	MANY	MANY	MANY	MANY
#78	RAPIDASH	MANY	MANY	MANY	MANY	MANY	MANY
#84	DODUO	FEW	FEW	NONE	FEW	FEW	NONE
#85	DODRIO	FEW	FEW	NONE	FEW	FEW	NONE
#114	TANGELA	MANY	MANY	MANY	MANY	MANY	MANY
#215	SNEASEL	NONE	NONE	MANY	NONE	NONE	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#60	POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S
#61	POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S
#129	MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

## Silver Cave



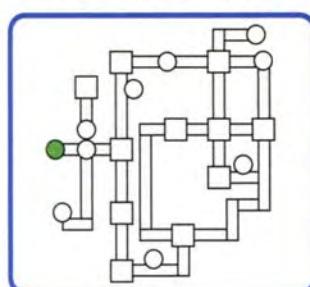
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#75	GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#95	ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246	LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW

## Mt. Silver (1st & 2nd Floors)



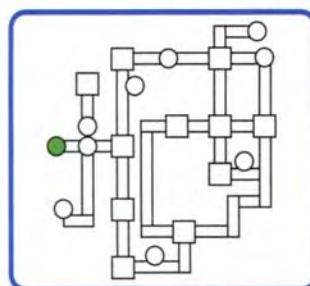
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#55	GOLDUCK	MANY	MANY	MANY	MANY	MANY	MANY
#195	QUAGSIRE	MANY	MANY	MANY	MANY	MANY	MANY
#200	MISDREAVUS	NONE	NONE	MANY	NONE	NONE	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246	LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW
#118	GOLDEEN	MANY O G S					
#119	SEAKING	MANY O G S					
#129	MAGIKARP	NONE O G S					

## Mt. Silver (Inside 2nd Floor)



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#55	GOLDUCK	FEW	FEW	FEW	FEW	FEW	FEW
#95	ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246	LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW

## Mt. Silver (2nd Floor—Small Room)



		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42	GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#55	GOLDUCK	MANY	MANY	MANY	MANY	MANY	MANY
#195	QUAGSIRE	MANY	MANY	MANY	MANY	MANY	MANY
#200	MISDREAVUS	NONE	NONE	MANY	NONE	NONE	MANY
#217	URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232	DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY
#246	LARVITAR	FEW	FEW	FEW	FEW	FEW	FEW

# POKEMON

AREA	LEVEL	GOLD			SILVER			AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT			MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#63 ABRA	7														
ROUTE 5	12, 14	M	M	M	M	M	M								
ROUTE 6	12, 14	M	M	M	M	M	M								
ROUTE 8	15	M	M	M	M	M	M								
ROUTE 24	9	M	M	M	M	M	M								
ROUTE 25	9	M	M	M	M	M	M								
ROUTE 34	10	M	M	M	M	M	M								
ROUTE 35	10	M	M	M	M	M	M								
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE								
#142 AERODACTYL	10														
ROUTE 14	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE								
#190 AIPOM	10														
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB								
#65 ALAKAZAM	10														
EVOLVE FROM KADABRA (TRADE)															
#181 AMPHAROS	10														
EVOLVE FROM FLAFFFY (LEV 30)															
#24 ARBOK	10														
ROUTE 3	10	N	N	N	F	F	F								
ROUTE 4	10	N	N	N	F	F	F								
ROUTE 26	30	N	N	N	F	F	F								
ROUTE 27	28	N	N	N	M	M	M								
#59 ARCANINE	10														
EVOLVE FROM GROWLITHE (FIRE STONE)															
#168 ARIADOS	10														
ROUTE 2	7	F	F	F	N	N	N								
#144 ARTICUNO	10														
MUST BE TRADED FROM RED, BLUE OR YELLOW															
#184 AZUMARILL	10														
EVOLVE FROM MARILL (LEV 18)															
#153 BAYLEEF	10														
EVOLVE FROM CHIKORITA (LEV 16)															
#15 BEEDRILL	10														
JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB								
ROUTE 2	7	N	N	N	M	N	N								
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT								
#182 BELLOSSOM	10														
EVOLVE FROM GLOOM (SUN STONE)															
#69 BELLSPROUT	10														
ROUTE 5	13	M	M	M	M	M	M								
ROUTE 6	13	M	M	M	M	M	M								
ROUTE 24	8, 10	M	M	N	M	M	N								
ROUTE 24	10	N	N	F	N	N	F								
ROUTE 25	10	M	M	F	M	M	F								
ROUTE 31	3	M	M	M	M	M	M								
ROUTE 32	6	M	M	M	M	M	M								
ROUTE 44	22	M	M	M	M	M	M								
#9 BLASTOISE	10														
EVOLVE FROM WARTORTLE (LEV 36) (MUST BE TRADED FROM RED, BLUE OR YELLOW)															
#242 BLISSEY	10														
EVOLVE FROM CHANSEY (FRIENDSHIP)															
#1 BULBASAUR	10														
MUST BE TRADED FROM RED, BLUE OR YELLOW															
#12 BUTTERFREE	10														
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N								
ROUTE 2	7	M	N	N	N	N	N								
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT								
#10 CATERPIE	10														
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N								
ROUTE 2	3	M	N	N	N	N	N								
ROUTE 30	3, 4	M	M	N	N	N	N								
ROUTE 31	4, 5	M	M	N	N	N	N								
ILEX FOREST	5, 6	M	M	N	N	N	N								
NATIONAL PARK	10, 12	M	N	N	N	N	N								
NATIONAL PARK	10	N	M	N	N	N	N								
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT								
#113 CHANSEY	10														
TYPE : NORMAL															
ROUTE 13	25	F	F	F	F	F	F								
ROUTE 14	25	F	F	F	F	F	F								
ROUTE 15	25	F	F	F	F	F	F								
#6 CHARIZARD	10														
EVOLVE FROM CHARMELION (LEV 36) (MUST BE TRADED FROM RED, BLUE OR YELLOW)															
#4 CHARMANDER	10														
MUST BE TRADED FROM RED, BLUE OR YELLOW															
#5 CHARMELEON	10														
EVOLVE FROM CHARMANDER (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)															
#152 CHIKORITA	10														
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT								
#170 CHINCHOU	10														
ROUTE 20	20, 40	R	R	R	R	R	R								
ROUTE 21	20, 40	R	R	R	R	R	R								
ROUTE 26	20, 40	R	R	R	R	R	R								
ROUTE 27	20, 40	R	R	R	R	R	R								
ROUTE 41	20, 40	R	R	R	R	R	R								
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R								
VERMILION CITY	20, 40	R	R	R	R	R	R								
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R								
CINNABAR TOWN	20, 40	R	R	R	R	R	R								
PALLET TOWN	20, 40	R	R	R	R	R	R								
NEW BARK TOWN	20, 40	R	R	R	R	R	R								
#36 CLEFABLE	10														
EVOLVE FROM CLEFAIRY (MOON STONE)															
#35 CLEFAIRY	10														
MT. MOON	8	F	F	F	F	F	F								

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#173 CLEFFA	1				TYPE : NORMAL	PAGE 20	
MUST HATCH AT POKÉMON BREEDING CENTER							
#91 CLOYSTER	1				TYPE : WATER/ICE	PAGE 61	
EVOLVE FROM SHELlder (WATER STONE)							
#222 CORSOLA	1				TYPE : WATER/ROCK	PAGE 62	
ROUTE 19	20, 40	R	R	N	R	R	N
ROUTE 34	20, 40	R	R	N	R	R	N
ROUTE 40	20, 40	R	R	N	R	R	N
OLIVINE CITY	20, 40	R	R	N	R	R	N
CIANWOOD CITY	20, 40	R	R	N	R	R	N
UNION CAVE B2	20, 40	R	R	N	R	R	N
CERULEAN CITY (GYM)	20, 40	R	R	N	R	R	N
CHERRYGROVE CITY	20, 40	R	R	N	R	R	N
#169 CROBAT	1				TYPE : POISON/FLYING	PAGE 19	
EVOLVE FROM GOLBAT (FRIENDSHIP)							
#159 CROCONAW	1				TYPE : WATER	PAGE 11	
EVOLVE FROM TOTODILE (LEV 18)							
#104 CUBONE	1				TYPE : GROUND	PAGE 73	
ROCK TUNNEL B1	10, 13	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M
#155 CYndaquil	1				TYPE : FIRE	PAGE 10	
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#225 DELIBIRD	1				TYPE : ICE/FLYING	PAGE 69	
ICE PATH B1	22	N	N	N	M	M	M
ICE PATH B1	22	N	N	N	M	M	M
ICE PATH B2	23	N	N	N	M	M	M
ICE PATH B3	24	N	N	N	M	M	M
#87 DEWGONG	1				TYPE : WATER/ICE	PAGE 64	
EVOLVE FROM SEEL (LEV 34)							
#50 DIGLETT	1				TYPE : GROUND	PAGE 49	
DIGLETT'S CAVE	13, 15, 17, 19	M	M	M	M	M	M
#132 DITTO	1				TYPE : NORMAL	PAGE 37	
ROUTE 34	10	F	F	F	F	F	F
ROUTE 35	10	F	F	F	F	F	F
#85 DODRIO	1				TYPE : NORMAL/FLYING	PAGE 72	
ROUTE 26	30	F	F	N	N	N	N
ROUTE 27	30	N	N	N	F	F	N
ROUTE 28	43	F	F	N	F	F	N
MT. SILVER	43	F	F	N	F	F	N
#84 DODUO	1				TYPE : NORMAL/FLYING	PAGE 72	
ROUTE 22	4	M	M	N	M	M	N
ROUTE 26	28, 30	M	M	N	M	M	N
ROUTE 26	30	N	N	N	N	N	M
ROUTE 27	28, 30	M	M	N	M	M	N
ROUTE 28	41	F	F	N	E	F	N
MT. SILVER	41	F	F	N	F	F	N

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#232 DONPHAN	1	S			TYPE : GROUND	PAGE 71	
ROUTE 28	40	N	N	N	M	M	M
SILVER CAVE	44	N	N	N	M	M	M
MT. SILVER 1F-2F	47	N	N	N	M	M	M
MT. SILVER 2F (SMALL ROOM)	47	N	N	N	M	M	M
MT. SILVER 2F	50	N	N	N	M	M	M
MT. SILVER	42	N	N	N	M	M	M
VICTORY ROAD	33	N	N	N	M	M	M
#148 DRAGONAIR	1				TYPE : DRAGON	PAGE 87	
ROUTE 45	10	R	R	R	R	R	R
DRAGON'S DEN	40	R	R	R	R	R	R
#149 DRAGONITE	1				TYPE : DRAGON/FLYING	PAGE 87	
EVOLVE FROM DRAGONAIR (LEV 55)							
#147 DRATINI	1				TYPE : DRAGON	PAGE 87	
ROUTE 45	10, 10	R	R	R	R	R	R
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
DRAGON'S DEN	20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-14	M	M	M	M	M	M
#96 DROWZEE	1				TYPE : PSYCHIC	PAGE 35	
ROUTE 11	14, 16	M	M	M	M	M	M
ROUTE 34	10, 12	M	M	M	M	M	M
ROUTE 35	14	M	M	M	M	M	M
#51 DUGTRIO	1				TYPE : GROUND	PAGE 49	
DIGLETT'S CAVE	19, 24, 29	M	M	M	M	M	M
#206 DUNSPARCE	1				TYPE : NORMAL	PAGE 23	
DARK CAVE (BLACKTHORN CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	4	M	M	M	M	M	M
#133 EEVEE	1				TYPE : NORMAL	PAGE 66	
GOLDENROD CITY	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#23 EKANS	1				TYPE : POISON	PAGE 23	
ROUTE 3	8	N	N	N	M	M	M
ROUTE 4	8	N	N	N	M	M	M
ROUTE 32	4	N	N	N	M	M	M
ROUTE 33	7	N	N	N	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	N	N	N
#125 ELECTABUZZ	1				TYPE : ELECTRIC	PAGE 56	
ROUTE 10	15	F	N	F	F	N	F
ROUTE 10	15, 17	N	M	N	N	M	N
#101 ELECTRODE	1				TYPE : ELECTRIC	PAGE 46	
MAHOGANY TOWN (HIDEOUT B2)	23	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#239 ELEKID	1				TYPE : ELECTRIC	PAGE 56	
MUST HATCH AT A POKÉMON BREEDING CENTER							
#244 ENTEI	1				TYPE : FIRE	PAGE 86	
JOHTO	40	RANDOM APPEARANCES AROUND JOHTO					



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#196 <b>ESPEON</b>		TYPE : PSYCHIC			PAGE 67		
EVOLVE FROM EEVEE (FRIENDSHIP)							
#102 <b>EXEGGCUTE</b>		TYPE : GRASS/PSYCHIC			PAGE 41		
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
#103 <b>EXEGGUTOR</b>		TYPE : GRASS/PSYCHIC			PAGE 41		
EVOLVE FROM EXEGGCUTE (LEAF STONE)							
#83 <b>FARFETCH'D</b>		TYPE : NORMAL/FLYING			PAGE 58		
ROUTE 38	16	M	M	N	M	M	N
ROUTE 39	16	M	M	N	M	M	N
#22 <b>FEAROW</b>		TYPE : NORMAL/FLYING			PAGE 13		
ROUTE 9	15	F	F	N	F	F	N
ROUTE 10	18	M	M	N	M	M	N
ROUTE 16	27, 29	M	M	N	M	M	N
ROUTE 17	28, 30	M	M	N	M	M	N
ROUTE 18	27, 29	M	M	N	M	M	N
ROUTE 22	7	F	F	N	F	F	N
#160 <b>FERALIGATR</b>		TYPE : WATER			PAGE 11		
EVOLVE FROM CROCONAW (LEV 30)							
#180 <b>FLAAFFY</b>		TYPE : ELECTRIC			PAGE 24		
ROUTE 42	15, 17	M	M	M	M	M	M
ROUTE 43	15	M	N	M	M	N	M
ROUTE 43	15, 17	N	M	N	N	M	N
#136 <b>FLAREON</b>		TYPE : FIRE			PAGE 67		
EVOLVE FROM EEVEE (FIRE STONE)							
#205 <b>FORRETRESS</b>		TYPE : BUG/STEEL			PAGE 37		
EVOLVE FROM PINECO (LEV 31)							
#162 <b>FURRET</b>		TYPE : NORMAL			PAGE 14		
ROUTE 1	6	F	F	N	F	F	N
#92 <b>GASTLY</b>		TYPE : GHOST/POISON			PAGE 26		
TIN TOWER 2F-9F	20-22	N	N	M	N	N	M
SPROUT TOWER 2F-3F	3-6	N	N	M	N	N	M
#94 <b>GENGAR</b>		TYPE : GHOST/POISON			PAGE 26		
EVOLVE FROM HAUNTER (TRADE)							
#74 <b>GEODUDE</b>		TYPE : ROCK/GROUND			PAGE 18		
ROUTE 45	23	M	M	M	M	M	M
ROUTE 46	2, 3	M	M	N	M	M	N
ROUTE 46	2-4	N	N	M	N	N	M
ROCK TUNNEL B1	10	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M
MT. MOON	8	M	M	M	M	M	M
MT. MOON	10	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M
MT. MORTAR 1F (INSIDE)	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	14	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	31	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F
MAHOGANY TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
UNION CAVE 1F	6	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B1	8	M	M	M	M	M	M
UNION CAVE B2	21	M	M	M	M	M	M
#203 <b>GIRAFARIG</b>		TYPE : NORMAL/PSYCHIC			PAGE 54		
ROUTE 43	15	M	M	M	M	M	M
#207 <b>GLIGAR</b>		TYPE : GROUND/FLYING			PAGE 69		
ROUTE 45	24	M	M	M	N	N	N
#44 <b>GLOOM</b>		TYPE : GRASS/POISON			PAGE 34		
ROUTE 5	15	N	N	M	N	N	M
#42 <b>GOLBAT</b>		TYPE : POISON/FLYING			PAGE 19		
WHIRL ISLANDS 1F	23	F	F	F	F	F	F
WHIRL ISLANDS B1	24	F	F	F	F	F	F
WHIRL ISLANDS B2	24	F	F	F	F	F	F
WHIRL ISLANDS B3	23	F	F	F	F	F	F
WHIRL ISLANDS B4	25	F	F	F	F	F	F
DARK CAVE (BLACKTHORN CITY SIDE)	23	F	F	F	F	F	F
ICE PATH 1F	22	M	M	M	M	M	M
ICE PATH B1	22	M	M	M	M	M	M
ICE PATH B2	23	M	M	M	M	M	M
ICE PATH B3	24	M	M	M	M	M	M
SILVER CAVE 1F	45	F	F	F	F	F	F
SILVER CAVE 1F-2F	48	F	F	F	F	F	F
SILVER CAVE 2F	48	F	F	F	F	F	F
SILVER CAVE 2F (INSIDE)	48, 51	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	F	F	F	F	F	F
VICTORY ROAD	32	M	M	M	M	M	M
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
SLOWPOKE WELL B2	23	F	F	F	F	F	F
#118 <b>GOLDEEN</b>		TYPE : WATER			PAGE 32		
ROUTE 4	10, 20, 40	R	R	R	R	R	R
ROUTE 4	5-14	M	M	M	M	M	M
ROUTE 9	10, 20, 40	R	R	R	R	R	R
ROUTE 9	10-19	M	M	M	M	M	M
ROUTE 10	10, 20, 40	R	R	R	R	R	R
ROUTE 10	10-19	M	M	M	M	M	M
ROUTE 24	10, 20, 40	R	R	R	R	R	R
ROUTE 24	5-14	M	M	M	M	M	M
ROUTE 25	10, 20, 40	R	R	R	R	R	R
ROUTE 25	5-14	M	M	M	M	M	M
ROUTE 42	10, 20, 40	R	R	R	R	R	R
ROUTE 42	15-24	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-39	M	M	M	M	M	M
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 1F-2F	15-24	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	20-29	M	M	M	M	M	M
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R
MT. MORTAR B1	15-24	M	M	M	M	M	M
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY	5-14	M	M	M	M	M	M
SLOWPOKE WELL B1	10, 20, 40	R	R	R	R	R	R
SLOWPOKE WELL B2	10, 20, 40	R	R	R	R	R	R
#55 <b>GOLDUCK</b>		TYPE : WATER			PAGE 51		
ROUTE 6	10-14	M	M	M	M	M	M
ROUTE 35	20-24	M	M	M	M	M	M
ILEX FOREST	15-19	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
SILVER CAVE 1F-2F	48	M	M	M	M	M	M
SILVER CAVE 2F	48	M	M	M	M	M	M
SILVER CAVE (DEEP)	51	F	F	F	F	F	F
<b>#76 GOLEM</b>		TYPE : ROCK/GROUND			PAGE 18		
EVOLVE FROM GRAVELER (TRADE)							
<b>#210 GRANBULL</b>		TYPE : NORMAL			PAGE 47		
EVOLVE FROM SNUBBULL (LEV 23)							
<b>#75 GRAVELER</b>		TYPE : ROCK/GROUND			PAGE 18		
ROUTE 45	23, 25, 27	M	M	M	N	N	N
ROUTE 45	23-25	N	N	N	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	25	M	M	M	M	M	M
SILVER CAVE 1F	43	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	31	M	M	M	M	M	M
VICTORY ROAD	32	M	M	M	M	M	M
<b>#88 GRIMER</b>		TYPE : POISON			PAGE 45		
ROUTE 16	26, 28	M	M	N	M	M	N
ROUTE 16	26-28	N	N	M	N	N	M
ROUTE 17	27, 29	M	N	N	M	N	N
ROUTE 17	29	N	M	N	N	M	N
ROUTE 17	27-29	N	N	M	N	N	M
ROUTE 18	26, 28	M	M	N	M	M	N
ROUTE 18	26-28	N	N	M	N	N	M
CELADON CITY	15-24	M	M	M	M	M	M
<b>#58 GROWLITHE</b>		TYPE : FIRE			PAGE 48		
ROUTE 7	18	M	N	M	N	N	N
ROUTE 7	15, 18	N	M	N	N	N	N
ROUTE 8	18	M	M	F	N	N	N
ROUTE 36	13, 15	N	M	N	N	N	N
ROUTE 36	13	M	N	M	N	N	N
ROUTE 37	14, 16	N	M	N	N	N	N
ROUTE 37	14	M	N	M	N	N	N
<b>#130 GYARADOS</b>		TYPE : WATER/FLYING			PAGE 32		
LAKE OF RAGE	20, 40	R	R	R	R	R	R
LAKE OF RAGE	15-19	M	M	M	M	M	M
FUCHSIA CITY	20, 40	R	R	R	R	R	R
LAKE OF RAGE	30	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
<b>#93 HAUNTER</b>		TYPE : GHOST/POISON			PAGE 26		
ROUTE 8	20	N	N	M	N	N	M
<b>#214 HERACROSS</b>		TYPE : BUG/FIGHTING			PAGE 44		
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
<b>#107 HITMONCHAN</b>		TYPE : FIGHTING			PAGE 53		
EVOLVE FROM TYROQUE (LEV 20) (ATTACK<DEFENSE)							
<b>#106 HITMONLEE</b>		TYPE : FIGHTING			PAGE 53		
EVOLVE FROM TYROQUE (LEV 20) (ATTACK>DEFENSE)							
<b>#237 HITMONTOP</b>		TYPE : FIGHTING			PAGE 53		
EVOLVE FROM TYROQUE (LEV 20) (ATTACK=DEFENSE)							
<b>#250 HO-OH</b>		TYPE : FIRE/FLYING			PAGE 89		
TIN TOWER ROOF	40	EVENT	EVENT	EVENT	N	N	N
TIN TOWER ROOF	70	N	N	N	EVENT	EVENT	EVENT

AREA	LEVEL	GOLD			SILVER					
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT			
<b>#163 HOOOOTHOOT</b>		G		O						
TYPE : NORMAL/FLYING										
ROUTE 1	2-4	N	N	M	N	N	M			
ROUTE 2	3, 5	N	N	M	N	N	M			
ROUTE 29	2-4	N	N	M	N	N	M			
ROUTE 30	4	N	N	M	N	N	N			
ROUTE 30	2, 4	N	N	N	N	N	M			
ROUTE 31	5	N	N	M	N	N	N			
ROUTE 31	3, 5	N	N	N	N	N	M			
ROUTE 35	14	N	N	F	N	N	F			
ROUTE 36	13, 15	N	N	M	N	N	M			
ROUTE 37	15	N	N	M	N	N	N			
ROUTE 37	13, 15	N	N	N	N	N	M			
NATIONAL PARK	10, 12, 14	N	N	M	N	N	M			
<b>#187 HOPPIP</b>		G		O						
TYPE : GRASS/FLYING										
ROUTE 13	22, 24	M	M	N	M	M	N			
ROUTE 14	24	M	M	N	M	M	N			
ROUTE 15	22, 24	M	M	N	M	M	N			
ROUTE 32	6	M	M	N	M	M	N			
ROUTE 33	6, 8	M	M	N	M	M	N			
<b>#116 HORSEA</b>		G		O						
TYPE : WATER										
WHIRL ISLANDS 1F	20, 40	R	R	R	R	R	R			
WHIRL ISLANDS 1F	15-19	M	M	M	M	M	M			
WHIRL ISLANDS B2	20, 40	R	R	R	R	R	R			
WHIRL ISLANDS B2	15-24	M	M	M	M	M	M			
WHIRL ISLANDS B3	20, 40	R	R	R	R	R	R			
WHIRL ISLANDS B3	15-19	M	M	M	M	M	M			
WHIRL ISLANDS B4	20, 40	R	R	R	R	R	R			
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M			
<b>#229 HOUNDOOM</b>					TYPE : DARK/FIRE					
EVOLVE FROM HOUNDOUR (LEV 24)										
<b>#228 HOUNDOUR</b>		G		O						
TYPE : DARK/FIRE										
ROUTE 7	15	N	N	F	N	N	F			
<b>#97 HYPNO</b>		G			TYPE : PSYCHIC					
PAGE 35										
ROUTE 11	16	M	M	M	M	M	M			
<b>#174 IGGLYBUFF</b>					TYPE : NORMAL					
MUST HATCH AT POKÉMON BREEDING CENTER										
<b>#2 IVYSAUR</b>					TYPE : GRASS/POISON					
PAGE 81										
EVOLVE FROM BULBASAUR (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)										
<b>#39 JIGGLYPUFF</b>		G			TYPE : NORMAL					
PAGE 21										
ROUTE 3	6	M	M	M	M	M	M			
ROUTE 4	6	M	M	M	M	M	M			
<b>#135 JOLTEON</b>					TYPE : ELECTRIC					
PAGE 66										
EVOLVE FROM EEVEE (THUNDER STONE)										
<b>#189 JUMPLUFF</b>					TYPE : GRASS/FLYING					
PAGE 29										
EVOLVE FROM SKIPLOOM (LEV 27)										
<b>#124 JYNX</b>		G			TYPE : ICE/PSYCHIC					
PAGE 56										
ICE PATH 1F	22	F	N	F	F	N	F			
ICE PATH 1F	20, 22	N	M	N	N	M	N			
ICE PATH B1	22	F	N	F	F	N	F			
ICE PATH B1	20, 22	N	M	N	N	M	N			
ICE PATH B2	23	F	N	F	F	N	F			



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ICE PATH B2	21, 23	N	M	N	N	M	N
ICE PATH B3	24	F	N	F	F	N	F
ICE PATH B3	22, 24	N	M	N	N	M	N

#140	KABUTO		Type : Rock/Water	Page 79
MUST BE TRADED FROM RED, BLUE OR YELLOW				

#141	KABUTOPS		Type : Rock/Water	Page 79
EVOLVE FROM KABUTO (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)				

#64	KADABRA		Type : Psychic	Page 36
ROUTE 8				

#14	KAKUNA		Type : Bug/Poison	Page 16
JOHTO (HEADBUTT)				

ROUTE 2	10	N	N	N	HB	HB	HB
ROUTE 30	5	N	N	N	M	M	N
ROUTE 30	4	N	N	N	M	N	N
ROUTE 31	4, 5	N	N	N	N	M	N
ROUTE 31	5	N	N	N	M	N	N
ILEX FOREST	5, 6	N	N	N	N	M	N
ILEX FOREST	6	N	N	N	M	N	N
NATIONAL PARK	5, 6	N	N	N	N	M	N
NATIONAL PARK	10	N	N	N	M	M	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#115	KANGASKHAN		Type : Normal	Page 74
ROCK TUNNEL B2				

#230	KINGDRA		Type : Water/Dragon	Page 68
EVOLVE FROM SEADRA (TRADE+DRAGON SCALE)				

#99	KINGLER		Type : Water	Page 60
ROUTE 19				

ROUTE 19	40	R	R	R	R	R	R
ROUTE 34	40	R	R	R	R	R	R
ROUTE 40	40	R	R	R	R	R	R
OLIVINE CITY	40	R	R	R	R	R	R
WHIRL ISLANDS IF	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
CIANWOOD CITY	40	R	R	R	R	R	R
UNION CAVE B2	40	R	R	R	R	R	R
CERULEAN CITY (GYM)	40	R	R	R	R	R	R
CHERRYGROVE CITY	40	R	R	R	R	R	R

#109	KOFFING		Type : Poison	Page 44
MAHOGANY TOWN (HIDEOUT B1)				

BURNED TOWER 1F	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
BURNED TOWER B1	14, 16	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	M	M	M	M	M

#98	KRABBY		Type : Water	Page 60
JOHTO				

ROUTE 19	15	RS	RS	RS	RS	RS	RS
ROUTE 34	10, 20, 40	R	R	R	R	R	R
ROUTE 40	10, 20, 40	R	R	R	R	R	R
OLIVINE CITY	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS IF	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS IF	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B1	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B2	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B2	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B3	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B3	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B4	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B4	24, 26	M	M	M	M	M	M
CIANWOOD CITY	10, 20, 40	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B2	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20, 40	R	R	R	R	R	R
CHERRYGROVE CITY	10, 20, 40	R	R	R	R	R	R

#140	KABUTO		Type : Rock/Water	Page 79
MUST BE TRADED FROM RED, BLUE OR YELLOW				

#141	KABUTOPS		Type : Rock/Water	Page 79
EVOLVE FROM KABUTO (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)				

#64	KADABRA		Type : Psychic	Page 36
ROUTE 8				

#14	KAKUNA		Type : Bug/Poison	Page 16
JOHTO (HEADBUTT)				

JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB
ROUTE 2	5	N	N	N	M	M	N
ROUTE 30	4	N	N	N	M	N	N
ROUTE 30	4, 5	N	N	N	N	M	N
ROUTE 31	5	N	N	N	M	N	N
ROUTE 31	5, 6	N	N	N	N	M	N
ILEX FOREST	6	N	N	N	M	N	N
ILEX FOREST	5, 6	N	N	N	N	M	N
NATIONAL PARK	10	N	N	N	M	M	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#115	KANGASKHAN		Type : Normal	Page 74
ROCK TUNNEL B2				

ROCK TUNNEL B2	14	F	F	F	F	F	F
ROUTE 2	5	N	N	N	M	M	N
ROUTE 30	4	N	N	N	M	N	N
ROUTE 31	4, 5	N	N	N	N	M	N
ROUTE 31	5	N	N	N	M	N	N
ILEX FOREST	5, 6	N	N	N	N	M	N
ILEX FOREST	6	N	N	N	M	N	N
NATIONAL PARK	10	N	N	N	M	M	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#230	KINGDRA		Type : Water/Dragon	Page 68
EVOLVE FROM SEADRA (TRADE+DRAGON SCALE)				

#99	KINGLER		Type : Water	Page 60
ROUTE 19				

ROUTE 34	40	R	R	R	R	R	R
ROUTE 40	40	R	R	R	R	R	R
OLIVINE CITY	40	R	R	R	R	R	R
WHIRL ISLANDS IF	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
CIANWOOD CITY	40	R	R	R	R	R	R
UNION CAVE B2	40	R	R	R	R	R	R
CERULEAN CITY (							

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#129 MAGIKARP	10, 20, 40	R	R	R	R	R	R
ROUTE 4	10, 20, 40	R	R	R	R	R	R
ROUTE 6	10, 20, 40	R	R	R	R	R	R
ROUTE 9	10, 20, 40	R	R	R	R	R	R
ROUTE 10	10, 20, 40	R	R	R	R	R	R
ROUTE 12	10, 20, 40	R	R	R	R	R	R
ROUTE 13	10, 20, 40	R	R	R	R	R	R
ROUTE 19	10, 20	R	R	R	R	R	R
ROUTE 20	10, 20	R	R	R	R	R	R
ROUTE 21	10, 20	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R
ROUTE 24	10, 20, 40	R	R	R	R	R	R
ROUTE 25	10, 20, 40	R	R	R	R	R	R
ROUTE 26	10, 20	R	R	R	R	R	R
ROUTE 27	10, 20	R	R	R	R	R	R
ROUTE 28	10, 20, 40	R	R	R	R	R	R
ROUTE 30	10, 20, 40	R	R	R	R	R	R
ROUTE 31	10, 20, 40	R	R	R	R	R	R
ROUTE 32	10, 20, 40	R	R	R	R	R	R
ROUTE 34	10, 20	R	R	R	R	R	R
ROUTE 35	10, 20, 40	R	R	R	R	R	R
ROUTE 40	10, 20	R	R	R	R	R	R
ROUTE 41	10, 20	R	R	R	R	R	R
ROUTE 42	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10-24	M	M	M	M	M	M
ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 45	10, 20, 40	R	R	R	R	R	R
ROUTE 45	5-9	M	M	M	M	M	M
ROUTE 45	15-24	M	M	M	M	M	M
OLIVINE CITY	10, 20	R	R	R	R	R	R
OLIVINE CITY (BAY)	10, 20	R	R	R	R	R	R
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R
LAKE OF RAGE	10, 20, 40	R	R	R	R	R	R
LAKE OF RAGE	10-19	M	M	M	M	M	M
WHIRL ISLANDS 1F	10, 20	R	R	R	R	R	R
WHIRL ISLANDS B2	10, 20	R	R	R	R	R	R
WHIRL ISLANDS B3	10, 20	R	R	R	R	R	R
WHIRL ISLANDS B4	10, 20	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R
VIOLET CITY	10, 20, 40	R	R	R	R	R	R
VERMILION CITY	10, 20	R	R	R	R	R	R
VERMILION CITY (BAY)	10, 20	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (VIOLET CITY SIDE)	5-19	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	5-19	M	M	M	M	M	M
CINNABAR ISLAND	10, 20	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. SILVER	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R
FUCHSIA CITY	10, 20, 40	R	R	R	R	R	R
FUCHSIA CITY	10-24	M	M	M	M	M	M
CIANWOOD CITY	10, 20	R	R	R	R	R	R
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R
UNION CAVE B2	10, 20	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20	R	R	R	R	R	R
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R
BLACKTHORN CITY	5-19	M	M	M	M	M	M
PALLET TOWN	10, 20	R	R	R	R	R	R
SLOWPOKE WELL B1	10, 20, 40	R	R	R	R	R	R
SLOWPOKE WELL B2	10, 20, 40	R	R	R	R	R	R
CHERRYGROVE CITY	10, 20	R	R	R	R	R	R
DRAGON'S DEN	10, 20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-19	M	M	M	M	M	M
NEW BARK TOWN	10, 20	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#126 MAGMAR	14	F	N	F	F	N	F
BURNED TOWER B1	16	N	F	N	N	F	N
#81 MAGNETITE	15	M	M	M	M	M	M
ROUTE 6	15	M	M	M	M	M	M
ROUTE 11	16	M	M	M	M	M	M
ROUTE 38	16	M	M	M	M	M	M
ROUTE 39	16	M	M	M	M	M	M
#82 MAGNETON	15	M	M	M	M	M	M
EVOLVE FROM MAGNETITE (LEV 30)	15	M	M	M	M	M	M
#56 MANKEY	13	M	M	M	N	N	N
ROUTE 42	15	M	M	M	N	N	N
#226 MANTINE	20-24	M	M	M	N	N	N
ROUTE 41	20-24	M	M	M	N	N	N
#179 MAREEP	6	M	M	M	M	M	M
ROUTE 32	13	M	M	M	N	N	N
ROUTE 42	13, 15	N	N	N	M	M	M
ROUTE 43	15	M	M	F	M	M	F
#183 MARILL	20-24	M	M	M	M	M	M
MT. MORTAR 1F-2F	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	15	F	F	F	F	F	F
#105 MAROWAK	14	F	F	F	F	F	F
ROCK TUNNEL B2	14	F	F	F	F	F	F
#154 MEGANIUM	15	M	M	M	G	G	G
EVOLVE FROM BAYLEEF (LEV 32)	15	M	M	M	G	G	G
#52 MEOWTH	14	N	N	N	M	M	M
ROUTE 5	14	N	N	N	M	M	M
ROUTE 6	14	N	N	N	M	M	M
ROUTE 7	17	N	N	N	M	M	M
ROUTE 8	17	N	N	N	M	M	M
ROUTE 38	16	N	N	N	M	M	M
ROUTE 39	16	N	N	N	M	M	M
#11 METAPOD	10	HB	HB	HB	N	N	N
JOHTO (HEADBUTT)	5	M	M	N	N	N	N
ROUTE 2	4	M	N	N	N	N	N
ROUTE 30	4, 5	N	M	N	N	N	N
ROUTE 31	5	M	N	N	N	N	N
ROUTE 31	5, 6	N	M	N	N	N	N
ILEX FOREST	6	M	N	N	N	N	N
ILEX FOREST	5, 6	N	M	N	N	N	N
NATIONAL PARK	10	M	M	N	N	N	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#151 MEW	N	N	N	N	N	N	N
MEW MUST BE GIVEN TO YOU BY NINTENDO.	N	N	N	N	N	N	N
IT DOES NOT APPEAR IN ANY GAME.	N	N	N	N	N	N	N



AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#150 MEWTWO					TYPE : PSYCHIC	PAGE 90	
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#241 MILTANK	1				TYPE : NORMAL	PAGE 55	
ROUTE 38	13	F	F	F	F	F	F
ROUTE 39	15	F	F	F	F	F	F
#200 MISDREAVUS	1				TYPE : GHOST	PAGE 77	
MT. SILVER 1F-2F	45	N	N	M	N	N	M
MT. SILVER 2F (SMALL ROOM)	45	N	N	M	N	N	M
#146 MOLTRES					TYPE : FIRE/FLYING	PAGE 85	
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#122 MR. MIME	1				TYPE : PSYCHIC	PAGE 57	
ROUTE 21	28	F	N	F	F	N	F
ROUTE 21	28, 30	N	M	N	N	M	N
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#89 MUK	1				TYPE : POISON	PAGE 45	
ROUTE 16	30	F	F	F	F	F	F
ROUTE 17	32	F	F	N	F	F	N
ROUTE 17	30, 32	N	N	M	N	N	M
ROUTE 18	30	F	F	N	F	F	N
ROUTE 18	26-28	N	N	M	N	N	M
CELADON CITY	15-19	M	M	M	M	M	M
#198 MURKROW	1				TYPE : DARK/FLYING	PAGE 75	
ROUTE 7	17, 19	N	N	M	N	N	N
ROUTE 7	17	N	N	N	N	N	M
ROUTE 16	28	N	N	M	N	N	M
#177 NATU	1				TYPE : PSYCHIC/FLYING	PAGE 58	
RUINS OF ALPH	18, 20, 22, 24	M	M	M	M	M	M
#34 NIDOKING					TYPE : POISON/GROUND	PAGE 39	
EVOLVE FROM NIDORINO (MOON STONE)							
#31 NIDOQUEEN					TYPE : POISON/GROUND	PAGE 38	
EVOLVE FROM NIDORINA (MOON STONE)							
#29 NIDORAN ♀	1				TYPE : POISON	PAGE 38	
ROUTE 35	12	M	M	M	M	M	M
ROUTE 36	12	M	M	M	M	M	M
#32 NIDORAN ♂	1				TYPE : POISON	PAGE 39	
ROUTE 35	12	M	M	M	M	M	M
ROUTE 36	12	M	M	M	M	M	M
#30 NIDORINA	1				TYPE : POISON	PAGE 38	
ROUTE 13	23	M	M	M	M	M	M
ROUTE 14	23	M	M	M	M	M	M
ROUTE 15	23	M	M	M	M	M	M
#33 NIDORINO	1				TYPE : POISON	PAGE 39	
ROUTE 13	23	M	M	M	M	M	M
ROUTE 14	23	M	M	M	M	M	M
ROUTE 15	23	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#38 NINETALES	S				TYPE : FIRE	PAGE 47	
EVOLVE FROM VULPIX (FIRE STONE)							
#164 NOCTOWL	1				TYPE : NORMAL/FLYING	PAGE 13	
ROUTE 2	7	N	N	M	N	N	M
ROUTE 8	17, 19	N	N	M	N	N	M
ROUTE 8	19	N	N	N	N	N	M
ROUTE 13	25	N	N	M	N	N	M
ROUTE 14	25	N	N	M	N	N	M
ROUTE 15	25	N	N	M	N	N	M
ROUTE 43	17	N	N	M	N	N	M
#224 OCTILLERY					TYPE : WATER	PAGE 62	
EVOLVE FROM REMORAID (LEV 25)							
#43 ODDISH	1				TYPE : GRASS/POISON	PAGE 34	
ROUTE 5	13, 14	N	N	M	N	N	N
ROUTE 5	13	N	N	N	N	N	M
ROUTE 6	13, 14	N	N	M	N	N	N
ROUTE 6	13	N	N	N	N	N	M
ROUTE 24	10	N	N	M	N	N	M
ROUTE 25	10	N	N	M	N	N	M
ILEX FOREST	5, 6	N	N	M	N	N	M
#138 OMANYTE	1				TYPE : ROCK/WATER	PAGE 79	
MUST BE TRADED FROM RED, BLUE OR YELLOW							
#139 OMASTAR					TYPE : ROCK/WATER	PAGE 79	
EVOLVE FROM OMANYTE (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)							
#95 ONIX	1				TYPE : ROCK/GROUND	PAGE 27	
ROCK TUNNEL B2	16	M	M	M	M	M	M
VIOLET CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
SILVER CAVE 1F	42	M	M	M	M	M	M
SILVER CAVE 2F (INSIDE)	48	M	M	M	M	M	M
VICTORY ROAD	34, 36	M	M	M	M	M	M
UNION CAVE 1F	6	F	F	F	F	F	F
UNION CAVE B1	8	M	M	M	M	M	M
UNION CAVE B2	23	F	F	F	F	F	F
#46 PARAS	1				TYPE : BUG/GRASS	PAGE 30	
ILEX FOREST	5, 6	M	N	M	M	N	M
ILEX FOREST	6	N	F	N	N	F	N
MT. MOON	12	M	M	M	M	M	M
NATIONAL PARK	10-17	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#47 PARASECT					TYPE : BUG/GRASS	PAGE 30	
EVOLVE FROM PARAS (LEV 24)							
#53 PERSIAN	S				TYPE : NORMAL	PAGE 50	
ROUTE 7	19	N	N	N	F	F	F
#231 PHANPY	1				TYPE : GROUND	PAGE 71	
ROUTE 45	20	N	N	N	M	M	M
#172 PICHU	1				TYPE : ELECTRIC	PAGE 15	
MUST HATCH AT POKÉMON BREEDING CENTER							
#18 PIDGEOT					TYPE : NORMAL/FLYING	PAGE 12	
EVOLVE FROM PIDGEOTTO (LEV 36)							

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	TYPE : NORMAL/FLYING	PAGE 12					
ROUTE 2	7	F	F	N	N	N	N
ROUTE 8	17, 19	M	M	N	M	M	N
ROUTE 13	25	M	M	N	M	M	N
ROUTE 14	25	M	M	N	M	M	N
ROUTE 5	25	M	M	N	M	M	N
ROUTE 25	10	F	N	N	F	N	N
ROUTE 25	12	N	F	N	N	F	N
ROUTE 37	17	M	M	N	M	M	N
#16 PIDGEY	TYPE : NORMAL/FLYING	PAGE 12					
ROUTE 1	2-4	M	M	N	M	M	N
ROUTE 2	3	M	N	N	N	N	N
ROUTE 2	3, 7	N	M	N	N	M	N
ROUTE 5	13-15	M	M	N	N	N	N
ROUTE 5	13, 15	N	N	N	M	M	N
ROUTE 6	13, 14	M	M	N	N	N	N
ROUTE 6	13	N	N	N	M	M	N
ROUTE 25	8	M	N	N	M	N	N
ROUTE 25	8, 10	N	M	N	N	M	N
ROUTE 29	2-4	M	M	N	M	M	N
ROUTE 30	2, 4	M	M	N	N	M	N
ROUTE 30	4	N	N	N	N	M	N
ROUTE 31	3	M	M	N	N	M	N
ROUTE 31	5	N	N	N	M	N	N
ROUTE 35	14	F	F	N	F	F	N
ROUTE 36	14	N	M	N	N	M	N
ROUTE 36	13, 15	M	N	N	M	N	N
ROUTE 37	13, 15	M	M	N	N	M	N
ROUTE 37	15	N	N	N	M	N	N
NATIONAL PARK	10, 12, 14	M	N	N	M	N	N
NATIONAL PARK	12, 14	N	M	N	N	M	N
#25 PIKACHU	TYPE : ELECTRIC	PAGE 15					
ROUTE 2	4	F	F	F	F	F	F
#221 PILOSWINE	TYPE : ICE/GROUND	PAGE 70					
EVOLVE FROM SWINUB (LEV 33)							
#204 PINECO	TYPE : BUG	PAGE 37					
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
#127 PINSIR	TYPE : BUG	PAGE 43					
NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#186 POLITOED	TYPE : WATER	PAGE 31					
EVOLVE FROM POLIWHRILL (KING'S ROCK + TRADE)							
#60 POLIWAG	TYPE : WATER	PAGE 31					
ROUTE 6	10, 20, 40	R	R	R	R	R	R
ROUTE 22	10, 20, 40	R	R	R	R	R	R
ROUTE 22	5-14	M	M	M	M	M	M
ROUTE 28	10, 20, 40	R	R	R	R	R	R
ROUTE 28	35-44	M	M	M	M	M	M
ROUTE 30	10, 20, 40	R	R	R	R	R	R
ROUTE 30	15-24	M	M	M	M	M	M
ROUTE 31	10, 20, 40	R	R	R	R	R	R
ROUTE 31	15-24	M	M	M	M	M	M
ROUTE 35	10, 20, 40	R	R	R	R	R	R
ROUTE 43	10, 20, 40	R	R	R	R	R	R
ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 44	20-29	M	M	M	M	M	M
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R
ILEX FOREST	10, 20, 40	R	R	R	R	R	R
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R
ECRUTEAK CITY	15-24	M	M	M	M	M	M
VIOLET CITY	10, 20, 40	R	R	R	R	R	R
VIOLET CITY	15-24	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
MT. SILVER	10, 20, 40	R	R	R	R	R	R
MT. SILVER	35-39	M	M	M	M	M	M
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R
VIRIDIAN CITY	5-14	M	M	M	M	M	M
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R
#61 POLIWHIRL	TYPE : WATER	PAGE 31					
ROUTE 22	10-14	M	M	M	M	M	M
ROUTE 28	40-44	M	M	M	M	M	M
ROUTE 30	20-24	M	M	M	M	M	M
ROUTE 31	20-24	M	M	M	M	M	M
ROUTE 44	25-29	M	M	M	M	M	M
ECRUTEAK CITY	20-24	M	M	M	M	M	M
VIOLET CITY	20-24	M	M	M	M	M	M
MT. SILVER	35-44	M	M	M	M	M	M
VIRIDIAN CITY	10-14	M	M	M	M	M	M
#62 POLIWRATH	TYPE : WATER/FIGHTING	PAGE 31					
EVOLVE FROM POLIWHIRL (WATER STONE)							
#77 PONYTA	TYPE : FIRE	PAGE 73					
ROUTE 22	6	F	F	F	F	F	F
ROUTE 26	32	M	M	M	M	M	M
ROUTE 27	32	F	F	F	F	F	F
ROUTE 28	40	M	M	M	M	M	M
MT. SILVER	42	M	M	M	M	M	M
#137 PORYGON	TYPE : NORMAL	PAGE 77					
CELADON CITY (GAME CORNER)	20	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#233 PORYGON2	TYPE : NORMAL	PAGE 77					
EVOLVE FROM PORYGON (UP-GRADE + TRADE)							
#57 PRIMEAPE	TYPE : FIGHTING	PAGE 50					
ROUTE 9	15	F	F	F	N	N	N
#54 PSYDUCK	TYPE : WATER	PAGE 51					
ROUTE 6	5-14	M	M	M	M	M	M
ROUTE 35	15-24	M	M	M	M	M	M
ILEX FOREST	10-19	M	M	M	M	M	M
#247 PUPITAR	TYPE : ROCK/GROUND	PAGE 88					
EVOLVE FROM LARVITAR (LEV 30)							
#195 QUAGSIRE	TYPE : WATER/GROUND	PAGE 25					
ROUTE 10	16, 17	N	N	M	N	N	M
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	22, 24	N	N	M	N	N	M
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 14	22, 24	N	N	M	N	N	M
ROUTE 15	22, 24	N	N	M	N	N	M
ROUTE 26	30, 32	N	N	M	N	N	N
ROUTE 26	30	N	N	N	N	N	F
ROUTE 27	28, 30	N	N	M	N	N	N
ROUTE 27	28, 30, 32	N	N	N	N	N	M
ROUTE 32	20-24	M	M	M	M	M	M
RUINS OF ALPH	15-24	M	M	M	M	M	M
MT. SILVER 1F-2F	45	M	M	M	M	M	M
MT. SILVER 2F (SMALL ROOM)	45	M	M	M	M	M	M
UNION CAVE 1F	15-24	M	M	M	M	M	M
UNION CAVE B1	15-24	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M
#156 QUILAVA	TYPE : FIRE	PAGE 10					
EVOLVE FROM CYndaquil (LEV 14)							

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#211 QWILFISH	10	R	R	R	R	R	R
ROUTE 12	40	R	R	R	R	R	R
ROUTE 13	40	R	R	R	R	R	R
ROUTE 32	5, 20, 40	R	R	R	R	R	R
ROUTE 32	40	R	R	R	R	R	R
#26 RAICHU	10	R	R	R	R	R	R
EVOLVE FROM PIKACHU (THUNDER STONE)							
#243 RAIKOU	10	R	R	R	R	R	R
TYPE : ELECTRIC	PAGE 85						
JOHTO	40	RANDOM APPEARANCES AROUND JOHTO					
#78 RAPIDASH	10	R	R	R	R	R	R
TYPE : FIRE	PAGE 73						
ROUTE 28	42	M	M	M	M	M	M
MT. SILVER	44	M	M	M	M	M	M
PEWTER CITY (POKÉMON CENTER)	-	TRADE	TRADE	TRADE	TARDE	TRADE	TRADE
#20 RATICATE	10	R	R	R	R	R	R
TYPE : NORMAL	PAGE 14						
ROUTE 7	19	M	M	M	M	M	M
ROUTE 9	15	M	M	M	M	M	M
ROUTE 10	16, 18	M	N	M	M	N	M
ROUTE 10	17	N	M	N	N	M	N
ROUTE 26	28, 30	N	N	M	N	N	N
ROUTE 26	28	N	N	N	N	N	M
ROUTE 26	30	F	F	N	N	N	N
ROUTE 26	28, 30	N	N	N	M	M	N
ROUTE 27	28, 30	M	M	M	N	N	N
ROUTE 27	30	N	N	N	M	M	M
ROUTE 38	16	M	M	M	M	M	M
ROUTE 39	17	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
BURNED TOWER	15	F	F	F	F	F	F
#19 RATTATA	10	R	R	R	R	R	R
TYPE : NORMAL	PAGE 14						
ROUTE 1	2	M	M	N	M	M	N
ROUTE 1	2, 3, 6	N	N	M	N	N	M
ROUTE 3	5, 10	M	M	N	N	N	N
ROUTE 3	5	N	N	N	M	M	N
ROUTE 3	5, 8, 10	N	N	M	N	N	N
ROUTE 3	5, 8	N	N	N	N	N	M
ROUTE 4	5, 10	M	M	N	N	N	N
ROUTE 4	5	N	N	N	M	M	N
ROUTE 4	8, 10	N	N	M	N	N	N
ROUTE 4	5, 8	N	N	N	N	N	M
ROUTE 7	15, 17, 19	M	N	N	N	N	N
ROUTE 7	15	N	N	N	F	N	N
ROUTE 7	17, 19	N	M	N	N	N	N
ROUTE 7	17	N	N	M	N	N	N
ROUTE 9	15	M	M	N	N	N	N
ROUTE 9	13	N	N	N	M	M	N
ROUTE 9	13, 15	N	N	M	N	N	M
ROUTE 11	15	M	M	M	M	M	M
ROUTE 22	3	M	M	N	M	M	N
ROUTE 22	3-5, 7	N	N	M	N	N	M
ROUTE 29	4	F	F	N	F	F	N
ROUTE 29	2, 4	N	N	M	N	N	M
ROUTE 30	3, 4	N	N	M	N	N	M
ROUTE 31	4, 5	N	N	M	N	N	M
ROUTE 32	4, 6	M	M	N	N	N	N
ROUTE 32	6	N	N	N	F	F	N
ROUTE 32	4, 6, 8	N	M	N	N	N	N
ROUTE 32	6, 8	N	N	N	N	M	N
ROUTE 32	4	N	N	M	N	N	N
ROUTE 33	6, 7	M	N	N	N	N	N
ROUTE 33	6	N	N	N	M	N	N
ROUTE 33	6-8	N	M	N	N	N	N

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 33	6, 8	N	N	N	N	M	N
ROUTE 34	11, 13	M	M	M	M	M	M
ROUTE 38	16	M	M	M	N	N	N
ROUTE 39	16	M	M	M	N	N	N
ROUTE 46	2, 4	M	M	N	M	M	N
ROUTE 46	2-4	N	N	M	N	N	M
TIN TOWER 2F-9F	20-24	M	M	N	M	M	N
TIN TOWER 2F-9F	22-24	N	N	M	N	N	M
MT. MORTAR 1F (INSIDE)	14	M	M	M	M	M	M
MT. MORTAR 1F-2F	14, 16	M	M	M	M	M	M
MT. MORTAR B1	16	M	M	M	M	M	M
UNION CAVE 1F	4	M	M	M	N	N	N
UNION CAVE 1F	4, 6	N	N	N	M	M	M
UNION CAVE B1	6	F	F	F	N	N	N
UNION CAVE B1	6, 8	N	N	N	M	M	M
UNION CAVE B2	20	F	F	F	F	F	F
TOHJO FALLS	20	F	F	F	F	F	F
SPROUT TOWER 2F-3F	3-6	M	M	N	M	M	N
SPROUT TOWER 2F-3F	3, 5	N	N	M	N	N	M
BURNED TOWER 1F	13, 15	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	N	M	M	N	M
BURNED TOWER B1	14	N	M	N	N	M	N
#223 REMORAID	10	R	R	R	R	R	R
TYPE : WATER	PAGE 62						
ROUTE 44	10, 20, 40	R	R	R	R	R	R
ROUTE 44	40	R	R	R	R	R	R
#112 RHYDON	10	R	R	R	R	R	R
TYPE : GROUND/ROCK	PAGE 74						
BLACKTHORN CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
#111 RHYHORN	10	R	R	R	R	R	R
TYPE : GROUND/ROCK	PAGE 74						
VICTORY ROAD	35	F	F	F	F	F	F
#27 SANDSHREW	10	R	R	R	R	R	R
TYPE : GROUND	PAGE 22						
MT. MOON	8	M	M	M	N	N	N
GOLDENROD CITY (GAME CORNER)	10	N	N	N	PRIZE	PRIZE	PRIZE
UNION CAVE 1F	6	M	M	M	N	N	N
UNION CAVE B1	8	M	M	M	N	N	N
#28 SANDSLASH	10	R	R	R	R	R	R
TYPE : GROUND	PAGE 22						
ROUTE 26	28	M	M	M	N	N	N
ROUTE 27	30	F	F	F	N	N	N
MT. MOON	10	F	F	F	N	N	N
#212 SCIZOR	10	R	R	R	R	R	R
TYPE : BUG/STEEL	PAGE 43						
EVOLVE FROM SCYTHER (METAL COAT + TRADE)							
#123 SCYTHER	10	R	R	R	R	R	R
TYPE : BUG/FLYING	PAGE 43						
NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#117 SEADRA	10	R	R	R	R	R	R
TYPE : WATER	PAGE 68						
WHIRL ISLANDS 1F	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M
#119 SEAKING	10	R	R	R	R	R	R
TYPE : WATER	PAGE 32						
ROUTE 4	40	R	R	R	R	R	R
ROUTE 4	10-14	M	M	M	M	M	M
ROUTE 9	40	R	R	R	R	R	R
ROUTE 9	15-19	M	M	M	M	M	M
ROUTE 10	40	R	R	R	R	R	R
ROUTE 10	15-19	M	M	M	M	M	M
ROUTE 24	40	R	R	R	R	R	R
ROUTE 24	10-14	M	M	M	M	M	M
ROUTE 25	40	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 25	10-14	M	M	M	M	M	M
ROUTE 42	40	R	R	R	R	R	R
ROUTE 42	20-24	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	40	R	R	R	R	R	R
SILVER CAVE 1F-2F	40	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-44	M	M	M	M	M	M
MT. MORTAR 1F-2F	40	R	R	R	R	R	R
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	25-29	M	M	M	M	M	M
MT. MORTAR B1	40	R	R	R	R	R	R
MT. MORTAR B1	20-24	M	M	M	M	M	M
UNION CAVE 1F	40	R	R	R	R	R	R
UNION CAVE B1	40	R	R	R	R	R	R
TOHJO FALLS	40	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M
CERULEAN CITY	40	R	R	R	R	R	R
CERULEAN CITY	10-14	M	M	M	M	M	M
SLOWPOKE WELL B1	40	R	R	R	R	R	R
SLOWPOKE WELL B2	40	R	R	R	R	R	R
<b>#86 SEEL</b> TYPE : WATER PAGE 64							
WHIRL ISLANDS 1F	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B1	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B2	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B3	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B4	24, 26	M	M	M	M	M	M
<b>#161 SENTRET</b> TYPE : NORMAL PAGE 14							
ROUTE 1	3	M	M	N	M	M	N
ROUTE 29	2, 3	M	M	N	M	M	N
<b>#90 SHELLDER</b> TYPE : WATER PAGE 61							
ROUTE 20	20, 40	R	R	R	R	R	R
ROUTE 21	20, 40	R	R	R	R	R	R
ROUTE 26	20, 40	R	R	R	R	R	R
ROUTE 27	20, 40	R	R	R	R	R	R
ROUTE 41	20, 40	R	R	R	R	R	R
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R
VERMILION CITY	20, 40	R	R	R	R	R	R
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R
CINNABAR TOWN	20, 40	R	R	R	R	R	R
PALLET TOWN	20, 40	R	R	R	R	R	R
NEW BARK TOWN	20, 40	R	R	R	R	R	R
<b>#213 SHUCKLE</b> TYPE : BUG/ROCK PAGE 60							
JOHTO	15	RS	RS	N	RS	RS	N
CIANWOOD CITY	15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
<b>#227 SKARMORY</b> S TYPE : STEEL/FLYING PAGE 72							
ROUTE 45	27	N	N	N	F	F	F
<b>#188 SKIPLOOM</b> TYPE : GRASS/FLYING PAGE 29							
ROUTE 14	26	M	M	N	M	M	N
<b>#80 SLOWBRO</b> TYPE : WATER/PSYCHIC PAGE 33							
SLOWPOKE WELL B2	20-24	M	M	M	M	M	M
<b>#199 SLOWKING</b> TYPE : WATER/PSKCHIC PAGE 33							
EVOLVE FROM SLOWPOKE (KING'S ROCK + TRADE)							
<b>#79 SLOWPOKE</b> TYPE : WATER/PSYCHIC PAGE 33							
TOHJO FALLS	20-24	M	M	M	M	M	M
TOHJO FALLS	21, 23	M	M	M	M	M	M
SLOWPOKE WELL B1	6, 8	M	M	M	M	M	M
SLOWPOKE WELL B1	10-24	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
SLOWPOKE WELL B2	21, 23	M	M	M	M	M	M
SLOWPOKE WELL B2	15-24	M	M	M	M	M	M
<b>#218 SLUGMA</b> TYPE : FIRE PAGE 76							
ROUTE 16	27	F	F	F	F	F	F
ROUTE 17	29	F	N	F	F	N	F
ROUTE 17	25, 27	N	M	N	N	M	N
ROUTE 18	27	F	F	F	F	F	F
<b>#235 SMEARGLE</b> TYPE : NORMAL PAGE 57							
RUINS OF ALPH	20, 22	M	M	M	M	M	M
<b>#238 SMOOCHUM</b> TYPE : ICE/PSYCHIC PAGE 56							
MUST HATCH AT POKÉMON BREEDING CENTER							
<b>#215 SNEASEL</b> TYPE : DARK/ICE PAGE 76							
ROUTE 28	40	N	N	M	N	N	M
MT. SILVER	38, 42	N	N	M	N	N	M
<b>#143 SNORLAX</b> TYPE : NORMAL PAGE 80							
VERMILION CITY	50						
<b>#209 SNUBBULL</b> TYPE : NORMAL PAGE 47							
ROUTE 38	16	M	M	M	M	M	M
ROUTE 38	13	F	F	F	F	F	F
<b>#21 SPEAROW</b> TYPE : NORMAL/FLYING PAGE 13							
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
ROUTE 3	5, 8	M	M	N	M	M	N
ROUTE 4	5, 8	M	M	N	M	M	N
ROUTE 4	5	N	N	M	N	N	N
ROUTE 7	17	M	M	N	M	M	N
ROUTE 9	13	M	M	N	M	M	N
ROUTE 10	15	N	N	N	M	M	N
ROUTE 22	16	M	M	N	M	M	N
ROUTE 33	3, 5	M	M	N	M	M	N
ROUTE 42	14, 16	M	M	N	M	M	N
ROUTE 46	2, 3	M	M	N	M	M	N
<b>#167 SPINARAK</b> G TYPE : BUG/POISON PAGE 17							
ROUTE 2	3	N	N	M	N	N	N
ROUTE 30	3	N	N	M	N	N	N
ROUTE 31	4	N	N	M	N	N	N
ROUTE 37	13, 15	N	N	M	N	N	N
<b>#7 SQUIRTLE</b> TYPE : WATER PAGE 83							
MUST BE TRADED FROM RED, BLUE OR YELLOW							
<b>#234 STANTLER</b> TYPE : NORMAL PAGE 48							
ROUTE 36	13	F	F	F	F	F	F
ROUTE 37	15	M	M	M	M	M	M
<b>#121 STARMIE</b> TYPE : WATER/PSYCHIC PAGE 61							
EVOLVE FROM STARYU (WATER STONE)							
<b>#120 STARYU</b> TYPE : WATER PAGE 61							
ROUTE 19	20, 40	N	N	R	N	N	R
ROUTE 34	20, 40	N	N	R	N	N	R
ROUTE 40	20, 40	N	N	R	N	N	R
OLIVINE CITY	20, 40	N	N	R	N	N	R
CIANWOOD CITY	20, 40	N	N	R	N	N	R
UNION CAVE B1	20, 40	N	N	R	N	N	R
CERULEAN CITY (GYM)	20, 40	N	N	R	N	N	R
CHERRYGROVE CITY	20, 40	N	N	R	N	N	R

# POKÉMON

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#208 STEELIX							
		TYPE : STEEL/GROUND			PAGE 27		
EVOLVE FROM ONIX (METAL COAT + TRADE)							
#185 SUDOWOODO	10						
ROUTE 36	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#245 SUICUNE							
JOHTO		TYPE : WATER			PAGE 86		
#192 SUNFLORA							
EVOLVE FROM SUNKERN (SUN STONE)		TYPE : GRASS			PAGE 40		
#191 SUNKERN							
ROUTE 24	10	N	M	N	N	M	N
NATIONAL PARK	11, 13	N	M	N	N	M	N
#220 SWINUB							
		TYPE : ICE/GROUND			PAGE 70		
ICE PATH 1F	21, 23	M	M	M	M	M	M
ICE PATH B1	21, 23	M	M	M	M	M	M
ICE PATH B2	22, 24	M	M	M	M	M	M
ICE PATH B3	23, 25	M	M	M	M	M	M
#114 TANGELA							
		TYPE : GRASS			PAGE 65		
ROUTE 21	20, 25, 30, 35	M	M	M	M	M	M
ROUTE 28	39	M	M	M	M	M	M
ROUTE 44	23	M	M	M	M	M	M
MT. SILVER	41	M	M	M	M	M	M
#128 TAUROS							
		TYPE : NORMAL			PAGE 54		
ROUTE 38	13	F	F	F	F	F	F
ROUTE 39	15	F	F	F	F	F	F
#216 TEDDIURSA							
		TYPE : NORMAL			PAGE/70		
ROUTE 45	20	M	M	M	M	M	M
#72 TENTACOOL							
		TYPE : WATER/POISON			PAGE/59		
ROUTE 12	10, 20, 40	R	R	R	R	R	R
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	10, 20, 40	R	R	R	R	R	R
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 19	30-39	M	M	M	M	M	M
ROUTE 20	10, 20	R	R	R	R	R	R
ROUTE 20	30-39	M	M	M	M	M	M
ROUTE 21	10, 20	R	R	R	R	R	R
ROUTE 21	30-39	M	M	M	M	M	M
ROUTE 26	10, 20	R	R	R	R	R	R
ROUTE 26	25-34	M	M	M	M	M	M
ROUTE 27	10, 20	R	R	R	R	R	R
ROUTE 27	15-24	M	M	M	M	M	M
ROUTE 32	10, 20, 40	R	R	R	R	R	R
ROUTE 32	15-19	M	M	M	M	M	M
ROUTE 34	15-24	M	M	M	M	M	M
ROUTE 40	15-24	M	M	M	M	M	M
ROUTE 41	10, 20	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M
OLIVINE CITY	15-24	M	M	M	M	M	M
OLIVINE CITY (BAY)	10, 20	M	M	M	M	M	M
OLIVINE CITY (BAY)	15-24	M	M	M	M	M	M
WHIRL ISLANDS 1F	20-24	M	M	M	M	M	M
VERMILION CITY	10, 20	M	M	M	M	M	M
VERMILION CITY	30-39	M	M	M	M	M	M
VERMILION CITY (BAY)	10, 20	M	M	M	M	M	M
VERMILION CITY (BAY)	30-39	M	M	M	M	M	M
CINNABAR ISLAND	10, 20	M	M	M	M	M	M
CINNABAR ISLAND	30-39	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
CIANWOOD CITY	15-24	M	M	M	M	M	M
UNION CAVE B2	15-19	M	M	M	M	M	M
PALLET TOWN	30-39	M	M	M	M	M	M
PALLET TOWN	10, 20	M	M	M	M	M	M
CHERRYGROVE CITY	15-24	M	M	M	M	M	M
NEW BARK TOWN	10, 20	M	M	M	M	M	M
NEW BARK TOWN	15-24	M	M	M	M	M	M
#73 TENTACRUEL							
		TYPE : WATER/POISON			PAGE 59		
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 19	35-39	M	M	M	M	M	M
ROUTE 20	40	R	R	R	R	R	R
ROUTE 20	35-39	M	M	M	M	M	M
ROUTE 21	40	R	R	R	R	R	R
ROUTE 21	35-39	M	M	M	M	M	M
ROUTE 26	40	R	R	R	R	R	R
ROUTE 26	30-34	M	M	M	M	M	M
ROUTE 27	40	R	R	R	R	R	R
ROUTE 27	20-24	M	M	M	M	M	M
ROUTE 32	20-24	M	M	M	M	M	M
ROUTE 34	20-24	M	M	M	M	M	M
ROUTE 40	20-24	M	M	M	M	M	M
ROUTE 41	40	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M
OLIVINE CITY	20-24	M	M	M	M	M	M
OLIVINE CITY (BAY)	40	R	R	R	R	R	R
WHIRL ISLANDS 1F	20-24	M	M	M	M	M	M
WHIRL ISLANDS B2	20-24	M	M	M	M	M	M
WHIRL ISLANDS B3	20-24	M	M	M	M	M	M
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY	35-39	M	M	M	M	M	M
VERMILION CITY (BAY)	40	R	R	R	R	R	R
VERMILION CITY (BAY)	35-39	M	M	M	M	M	M
CINNABAR ISLAND	40	R	R	R	R	R	R
CINNABAR ISLAND	35-39	M	M	M	M	M	M
CIANWOOD CITY	20-24	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M
PALLET TOWN	35-39	M	M	M	M	M	M
PALLET TOWN	40	R	R	R	R	R	R
CHERRYGROVE CITY	20-24	M	M	M	M	M	M
NEW BARK TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	20-24	M	M	M	M	M	M
#175 TOGEPI							
		TYPE : NORMAL			PAGE 22		
VIOLET CITY	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#176 TOGETIC							
		TYPE : NORMAL/FLYING			PAGE 22		
EVOLVE FROM TOGEPI (FRIENDSHIP)							
#158 TOTODILE							
		TYPE : WATER			PAGE 11		
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#157 TYPHLOSION							
		TYPE : FIRE			PAGE 10		
EVOLVE FROM QUILAVA (LV 36)							
#248 TYRANITAR							
		TYPE : ROCK/DARK			PAGE 88		
EVOLVE FROM PUPITAR (LV 55)							
#236 TYROGUE							
		TYPE : FIGHTING			PAGE 53		
MT. MORTAR 1F	10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#197 UMBREON							
		TYPE : DARK			PAGE 67		
EVOLVE FROM EEVEE (FRIENDSHIP)							

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#201 UNOWN					TYPE : PSYCHIC	PAGE 27	
RUINS OF ALPH (INSIDE)	5	M	M	M	M	M	M
#217 URSARING	G				TYPE : NORMAL	PAGE 70	
ROUTE 28	40	M	M	M	N	N	N
SILVER CAVE	44	M	M	M	N	N	N
MT. SILVER 1F-2F	47	M	M	M	N	N	N
MT. SILVER 2F (SMALL ROOM)	47	M	M	M	N	N	N
MT. SILVER 2F	50	M	M	M	N	N	N
MT. SILVER	42	M	M	M	N	N	N
VICTORY ROAD	33	M	M	M	N	N	N
#134 VAPOREON					TYPE : WATER	PAGE 66	
EVOLVE FROM EEVEE (WATER STONE)							
#49 VENOMOTH					TYPE : BUG/POISON	PAGE 42	
ROUTE 24	10	N	N	F	N	N	F
ROUTE 25	10	N	N	M	N	N	M
#48 VENONAT					TYPE : BUG/POISON	PAGE 42	
ROUTE 24	8	F	N	M	F	N	M
ROUTE 25	8	M	N	M	M	N	M
ROUTE 43	16	F	N	M	F	N	M
NATIONAL PARK	10-16	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#3 VENUSAUR					TYPE : GRASS/POISON	PAGE 81	
EVOLVE FROM IVYSAUR (LEV 32) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N
#71 VICTREEBEL					TYPE : GRASS/POISON	PAGE 28	
EVOLVE FROM WEEPINBELL (LEAF STONE)							
#45 VILEPLUME					TYPE : GRASS/POISON	PAGE 34	
EVOLVE FROM GLOOM (LEAF STONE)							
#100 VOLTORB					TYPE : ELECTRIC	PAGE 46	
ROUTE 10	17	M	M	M	M	M	M
OLIVINE CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MAHOGANY TOWN (HIDEOUT B1)	23	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
#37 VULPIX	S				TYPE : FIRE	PAGE 47	
ROUTE 7	18	N	N	N	M	N	M
ROUTE 7	15, 18	N	N	N	N	M	N
ROUTE 8	18	N	N	N	M	N	M
ROUTE 8	18	N	N	N	N	N	F
ROUTE 36	13, 15	N	N	N	N	M	N
ROUTE 36	13	N	N	N	M	N	M
ROUTE 37	14, 16	N	N	N	N	M	N
ROUTE 37	14	N	N	N	M	N	M
#8 WARTORTLE					TYPE : WATER	PAGE 83	
EVOLVE FROM SQUIRTLE (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N
#13 WEEDLE					TYPE : BUG/POISON	PAGE 16	
JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB
ROUTE 2	3	N	N	N	M	M	N
ROUTE 30	3, 4	N	N	N	M	M	N
ROUTE 31	4	N	N	N	M	N	N
ROUTE 31	4, 5	N	N	N	N	M	N
ILEX FOREST	5, 6	N	N	N	M	M	N
NATIONAL PARK	10, 12	N	N	N	M	N	N
NATIONAL PARK	10	N	N	N	N	M	N
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#70 WEEPINBELL					TYPE : GRASS/POISON	PAGE 28	
ROUTE 24			12, 14		M	M	N
ROUTE 24			13		N	N	M
ROUTE 25			14		F	F	F
ROUTE 44			22, 24		M	M	M
#110 WEEZING					TYPE : POISON	PAGE 44	
EVOLVE FROM KOFFING (LEV 35)							
#40 WIGGLYTUFF					TYPE : NORMAL	PAGE 21	
EVOLVE FROM JIGGLYPUFF (MOON STONE)							
#202 WOBBUFFET					TYPE : PSYCHIC	PAGE 42	
DARK CAVE (BLACKTHORN CITY SIDE)			20, 25		M	M	M
#194 WOOPER					TYPE : WATER/GROUND	PAGE 25	
ROUTE 32			6, 8		N	N	M
RUINS OF ALPH			15-19		M	M	M
UNION CAVE 1F			15-19		M	M	M
UNION CAVE B1			15-19		M	M	M
#178 XATU					TYPE : PSYCHIC/FLYING	PAGE 58	
EVOLVE FROM NATU (LEV 25)							
#193 YANMA					TYPE : BUG/FLYING	PAGE 40	
ROUTE 35			12, 14		M	M	M
ROUTE 35			12		F	F	F
#145 ZAPDOS					TYPE : ELECTRIC/FLYING	PAGE 84	
MUST BE TRADED FROM RED, BLUE OR YELLOW					N	N	N
#41 ZUBAT					TYPE : POISON/FLYING	PAGE 19	
ROUTE 3			5		N	N	M
ROUTE 4			5		N	N	M
ROUTE 32			8		N	N	F
ROUTE 32			4		F	N	F
ROUTE 33			4		F	N	F
ROUTE 33			6, 8		N	N	M
ROUTE 42			14, 16		N	N	N
ROCK TUNNEL B1			8		M	M	M
ROCK TUNNEL B2			10		M	M	M
WHIRL ISLANDS 1F			23		M	M	M
WHIRL ISLANDS B1			24		M	M	M
WHIRL ISLANDS B2			24		M	M	M
WHIRL ISLANDS B3			23		M	M	M
WHIRL ISLANDS B4			25		M	M	M
ILEX FOREST			5		F	F	F
ILEX FOREST			5, 6		N	N	N
MT. MOON			6		M	M	N
MT. MOON			6, 8		N	N	M
DARK CAVE (VIOLET CITY SIDE)			2-4		M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)			23		M	M	M
ICE PATH 1F			22		M	M	F
ICE PATH B1			22		M	M	F
ICE PATH B2			23		M	M	F
ICE PATH B3			24		M	M	F
MT. MORTAR 1F (INSIDE)			14		F	F	F
MT. MORTAR 1F-2F			13, 15		M	M	M
MT. MORTAR B1			15, 17		M	M	M
UNION CAVE 1F			5, 7		M	M	M
UNION CAVE B1			7, 9		M	M	M
UNION CAVE B2			22		M	M	M
TOHJO FALLS			22		M	M	M
BURNED TOWER 1F			14		M	M	M
BURNED TOWER B1			15		F	F	F
SLOWPOKE WELL B1			5-8		M	M	M
SLOWPOKE WELL B2			19, 21, 23		M	M	M

# ITEM LIST

## Health Items

Item	Description	Location	Price
Antidote	Cures poisoned Pokémon	Pokémon Mart/Route 31	100
Awakening	Wakes sleeping Pokémon	Pokémon Mart/Caves	250
Berry Juice	Restores 20 HP	Give a Berry to Shuckle	-
Burn Heal	Heals burned Pokémon	Pokémon Mart/Towns/Caves	250
Elixir	Restores 10 PP to all abilities	Roads /Caves/Gift/Mystery	-
Energy Root	Restores 200 HP but is very bitter	Goldenrod City	800
Energy Powder	Restores 50 HP but is very bitter	Goldenrod City	500
Ether	Restores 10 PP to one ability	Roads/Caves/Gift/Mystery	-
Fresh Water	Restores 50 HP	Department Store/Mt. Moon	200
Full Heal	Cures any condition	Pokémon Mart/Caves	600
Full Restore	Cures any condition, restores all HP	Indigo Plateau/Caves	3,000
Heal Powder	Cures any condition but is very bitter	Goldenrod City	450
Hyper Potion	Restores 200 HP	Pokémon Mart/Roads/Caves	1,200
Ice Heal	Thaws frozen Pokémon	Pokémon Mart	250
Lemonade	Restores 80 HP	Department Store/Mt. Moon	350
Max Elixir	Restores all PP to all abilities	Roads/Caves/Gift/Mystery	-
Max Ether	Restores all PP to one ability	Goldenrod City/Roads/Gift/Mystery	-
Max Potion	Restores all HP	Pokémon Mart/Roads/Caves/Mystery	2,500
Max Revive	Revives fainted Pokémon, restores all	Roads/Caves/Mystery	-
MooMoo Milk	Restores 100 HP	MooMoo Farm/Wild Pokémon	500
Paralyze Heal	Cures paralyzed Pokémon	Pokémon Mart/Caves	200
Potion	Restores 20 HP	Pokémon Mart/Roads/Caves	300
Rage Candy Bar	Restores 20 HP	Mahogany Town	200
Revival Herb	Revives fainted Pokémon	Goldenrod City	2,800
Revive	Revives fainted Pokémon, restores 1/2 HP	Pokémon Mart/Roads/Caves/Mystery	1,500
Sacred Ash	Revives all fainted Pokémon	Wild Pokémon	-
Soda Pop	Restores 60 HP	Department Store/Mt. Moon	300
Super Potion	Restores 50 HP	Pokémon Mart/Roads/Caves	700

## Berries

Item	Description	Location
Berry	Restores 10 HP	National Park/Routes 29, 30, 38, 46, 11/Mystery/Trade
Bitter Berry	Cures confused Pokémon	Blackthorn City/Routes 31, 43, 1/Mystery
Burnt Berry	Thaws frozen Pokémon	Route 44/Fuchsia City/Pewter City/Mystery/Trade
Gold Berry	Restores 30 HP	National Park/Mystery/Trade
Ice Berry	Heals burned Pokémon	Pewter City/Routes 36, 26/Mystery/Trade
Mint Berry	Wakes sleeping Pokémon	Routes 39/Pewter City/Mystery
Miracle Berry	Heals all conditions	Mystery
Mystery Berry	Restores PP	Routes 35, 45/Trade
Paralyzecure Berry	Cures paralyzed Pokémon	Violet City/Routes 46, 8/Mystery
Poisoncure Berry	Cures poisoned Pokémon	Routes 2, 30, 33/Mystery

### Key

**BA:** Base attack power

**AC:** Accuracy

**GIFT:** In-game gift

**MYSTERY:** Mystery Gift

**TRADE:** Pokémon traded from **R, B** or **Y**

**WILD:** Pokémon caught in **G** or **S**

**ITEM LIST****Key Items**

Item	Description	Location
Basement Key	Opens door to Underground Path	Goldenrod City
Bicycle	Moves twice as fast	Goldenrod City
Card Key	Opens Radio Tower shutter	Goldenrod City
Coin Case	Holds up to 9,999 coins	Goldenrod City
Good Rod	Is an improved fishing rod	Olivine City
Item Finder	Reacts to items lying around with a sound	Ecruteak City
Clefairy Doll	Is used to exchange for the Pass at Saffron City	Vermilion City
Machine Part	Is an item to give to the Power Plant Manager	Cerulean City
Mystery Egg	Hatches Togepi	Route 30
Old Rod	Is used for fishing for Pokémons	Route 32
Pass	Is needed to ride on the Magnet Train	Saffron City
Rainbow Wing	Allows Trainers to climb Tin Tower	Goldenrod City (Gold)/Pewter City (Silver)
Red Scale	Is traded for Experience Share on Route 30	Lake of Rage
S.S. Ticket	Is needed to ride the boat S.S. Aqua	New Bark Town
Secret Potion	Heals Ampharos in the Lighthouse	Cianwood City
Silver Wing	Makes Lugia appear at Whirl Islands	Goldenrod City (Silver)/Pewter City (Gold)
Squirtbottle	Moves the Sudowoodo on Route 36	Goldenrod City
Super Rod	Is the best fishing rod	Route 12

**Helpful Items**

Item	Description	Location	Price
Escape Rope	Provides a quick escape from towers and caves	Pokémon Mart/Caves	550
Expn Card	Allows you to listen to the radio in Kanto	Lavender Town	
Map Card	Is the Pokégear's Map	Cherrygrove City	
Max Repel	Repels weak Pokémons for 250 steps	Pokémon Mart/Gift/Mystery	700
Poké Doll	Provides escape from wild Pokémons	Department Store/Mt. Moon	1,000
Pokédex	Stores Pokémons data	Route 30	
Radio Card	Lets you listen to the radio with the PokéGear	Goldenrod City	
Repel	Repels weak Pokémons for 100 steps	Pokémon Mart/Mt. Moon	350
Super Repel	Repels weak Pokémons for 200 steps	Pokémon Mart/Gift/Mystery	500
Unown Dex	Shows the Unown you caught in order	Ruins of Alph	-

**Apricorns**

Items	Description	Location
Black Apricorn	Raw material for Heavy Ball	Route 37
Blue Apricorn	Raw material for Lure Ball	Route 37
Green Apricorn	Raw material for Friend Ball	Route 42
Pink Apricorn	Raw material for Love Ball	Route 42
Red Apricorn	Raw material for Level Ball	Route 37
White Apricorn	Raw material for Fast Ball	Azalea Town
Yellow Apricorn	Raw material for Moon Ball	Route 42

# ITEM LIST

## Ability Up

Item	Description	Location	Price
Amulet Coin	Doubles the money won in battle	Goldenrod City	
Berserk Gene	Increases attack by 2 levels, confuses	Cerulean City	
Black Belt	Increases power of Fighting-type attacks	Lake of Rage	
Black Glasses	Increases power of Dark-type attacks	Dark Cave	
Bright Powder	Lowers opponent's accuracy	Trade	
Calcium	Raises Special Attack/Defense	Department Store/Roads/Caves	9,800
Carbos	Raises speed	Department Store/Roads/Caves	9,800
Charcoal	Increases power of Fire-type attacks	Azalea Town	9,800
Cleanse Tag	Repels wild Pokémons	Route 5	
Dire Hit	Increases chance of a Critical Hit (1 battle)	Pokémon Mart/Roads/Caves	650
Dragon Fang	Increases power of Dragon-type attacks	Dragon's Den	
Dragon Scale	Helps evolve Seadra into Kingdra	Mt. Mortar/Wild	
Everstone	Prevents a Pokémon from evolving	New Bark Town/Roads/Wild	
Exp. Share	One Pokémon receives half of all Exp. points	Goldenrod City/Route 30	
Fire Stone	Evolves Pokémons	Gift/Mystery	
Focus Band	Prevents a Pokémon from fainting	Saffron City	
Guard Spec.	Guards against Special Attacks (1 battle)	Department Store/Caves/Gift	700
Hard Stone	Increases power of Rock-type attacks	Route 36	
HP Up	Raises HP	Dept. Store/ Mart/Roads/Caves/Gift/Mystery	9,800
Iron	Raises defense	Department Store/Caves	9,800
King's Rock	Makes opponent retreat/evolves Pokémons	Slowpoke Well/Trade/Wild	
Leaf Stone	Evolves Pokémons	Gift/Mystery	
Leftovers	Gradually restores points during battle	Celadon City/Trade/Wild	
Light Ball	Doubles Pikachu's special attacks	Trade	
Lucky Egg	Grants more exp. points after a battle	Wild	
Lucky Punch	Increases chance of a Critical Hit	Trade	
Magnet	Increases power of Electric-type attacks	Route 37	
Metal Coat	Increases power of Steel-type attacks	S.S. Aqua/Wild	
Metal Powder	Increases Ditto's defensive power	Trade	
Miracle Seed	Increases power of Grass-type attacks	Route 32	
Moon Stone	Evolves Pokémons	Mom/ Route 27/Wild	
Mystic Water	Increases power of Water-type attacks	Cherrygrove City	
Nevermelt Ice	Increases power of Ice-type attacks	Ice Path	
Pink Bow	Increases power of Normal-type attacks	Route 29/Goldenrod City	
Poison Barb	Increases power of Poison-type attacks	Route 32/Wild	
Polkadot Bow	Increases power of Normal-type attacks	Trade	
PP Up	Raises PP	Town/Roads/Caves/Gift/Mystery	
Protein	Raises attack	Department Store/Roads/Caves/Trade	9,800
Quick Claw	Increases chance of attacking first	National Park/Wild	
Rare Candy	Raises Pokémons level by one	Town/Roads/Caves/Mystery	
Scope Lens	Increases chance of a Critical Hit	Gift/Mystery	
Sharp Beak	Increases power of Flying-type attacks	Route 40/Trade/Wild	

Item	Description	Location	Price
Silver Powder	Increases power of Bug-type attacks	Wild	
Smoke Ball	Provides escape from wild Pokémon	Goldenrod City	
Soft Sand	Increases power of Ground-type attacks	Route 34	
Spell Tag	Increases power of Ghost-type attacks	Blackthorn City/Trade/Wild	
Stick	Increases power of Farfetch'd's attacks	Wild	
Sun Stone	Evolves Pokémon	National Park	
Thick Club	Increases Cubone/Marowak phys. attack	Wild	
Thunder Stone	Evolves Pokémon	Gift/Mystery	
Twisted Spoon	Increases power of Psychic-type attacks	Trade/Wild	
Up-Grade	Helps evolve Porygon into Porygon2	Saffron City	
Water Stone	Evolves Pokémon	Gift/Mystery	
X Accuracy	Increases accuracy (one battle)	Department Store/Town/Caves/Mystery	950
X Attack	Increases attack power (one battle)	Pokémon Mart/Caves/Gift/Mystery	500
X Defend	Increases defense (one battle)	Pokémon Mart/Caves/Gift/Mystery	550
X Special	Raises Special Attack power (one battle)	Pokémon Mart/Roads/Caves/Gift/Mystery	350
X Speed	Increases speed (one battle)	Pokémon Mart/Caves/Mystery	350

### Items to Sell

Item	Description	Location	Price
Big Mushroom	Can be sold at a PokéMart	Wild	
Big Pearl	Can be sold for a high price	Goldenrod City/Wild	3,500
Brick Piece	Can be sold at a PokéMart	Trade	
Gold Leaf	Can be sold at a PokéMart	Trade	
Nugget	Can be sold for a high price	Roads/Caves/Gift/Goldenrod City	4,500
Pearl	Can be sold for a high price	Goldenrod City/Wild	650
Silver Leaf	Can be sold at a PokéMart	Trade	
Star Piece	Can be sold for a high price	Goldenrod City/Wild	4,600
Star Dust	Can be sold for a high price	Goldenrod City/Wild	900
Slowpoke Tail	Can be sold for a high price	Mahogany Town	9,800
Tiny Mushroom	Can be sold for a low price	Mahogany Town/Wild	500

### Balls

Item	Description	Location	Price
Fast Ball	Catches Pokémon that escape quickly	Azalea Town (Give Kurt White Apricorn)	
Friend Ball	Makes Pokémon very attached to you	Azalea Town (Give Kurt Green Apricorn)	
Great Ball	Catches Pokémon better than Poké Ball	PokéMart/Roads/Caves/Gift/Mystery	600
Heavy Ball	Easily catches heavy Pokémon	Azalea Town (Give Kurt Black Apricorn)	
Level Ball	Catches Pokémon at lower level than yours	Azalea Town (Give Kurt Red Apricorn)	
Love Ball	Easily catches opposite-sex Pokémon	Azalea Town (Give Kurt Pink Apricorn)	
Lure Ball	Makes fishing for Pokémon easy	Azalea Town (Give Kurt Blue Apricorn)	
Master Ball	Always catches Pokémon	Goldenrod City/New Bark Town	
Moon Ball	Catches Moon Stone-related Pokémon	Azalea Town (Give Kurt Yellow Apricorn)	
Poké Ball	Catches Pokémon	PokéMart/Route 31	200
Ultra Ball	Catches Pokémon better than Great Ball	PokéMart/Roads/Caves	1,200

# ITEM LIST

## Mail

Item	Description	Pokémon Mart Location	Price
Eon Mail	Paper w/Eevee's silhouette	Mystery	
Flower Mail	Paper w/flower pattern	Violet/Azalea/Goldenrod/Saffron/Mahogany/Fuchsia	50
Liteblue Mail	Paper w/Dratini pattern	Vermilion City	50
Lovely Mail	Paper w/hearts	Celadon City	50
Morph Mail	Paper w/Ditto's silhouette	Mystery	
Music Mail	Paper w/Natu pattern	Mystery	
Portrait Mail	Prints any Pokémon	Mt. Moon	50
Surf Mail	Paper w/Lapras pattern	Olivine City/Cerulean City/Celadon City	50

## Decorative Items

Item	Description	Item	Description
Big Lapras Doll	Mystery Gift	NES	Mystery Gift
Big Onix Doll	Mystery Gift	N64	Mystery Gift
Big Snorlax Doll	Mom's Shopping	Normal Box	Mystery Gift, Traded Pokémon
Blue Carpet	Mystery Gift	Oddish Doll	Mom's Shopping
Bulbasaur Doll	Mystery Gift	Pikachu Doll	Mom's Shopping
Charmander Doll	Mom's Shopping	Pikachu Poster	Mystery Gift
Clefairy Doll	Mom's Shopping	Pink Bed	Mystery Gift
Clefairy Poster	Mystery Gift	Poliwag Doll	Mom's Shopping
Diglett Doll	Mom's Shopping	Polkadot Bed	Mystery Gift
Feathery Bed	Have from the beginning	Red Carpet	Mystery Gift
Gengar Doll	Mom's Shopping	Shellder Doll	Mom's Shopping
Geodude Doll	Mom's Shopping	Silver Trophy	Traded Pokémon
Gold Trophy	Traded Pokemon	Squirtle Doll	Mom's Shopping
Gorgeous Box	Mystery Gift, Traded Pokemon	Staryu Doll	Mom's Shopping
Green Carpet	Mystery Gift	Super NES	Mystery Gift
Grimer Doll	Mom's Shopping	Surfing Pikachu Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift	Town Map	Have from the beginning
Jigglypuff Poster	Mystery Gift	Tropicplant	Mystery Gift
Jumboplant	Mystery Gift	Virtual Boy	Mystery Gift
Machop Doll	Mom's Shopping	Voltorb Doll	Mom's Shopping
Magikarp Doll	Mom's Shopping	Weedle Doll	Mom's Shopping
Magnaplant	Mystery Gift	Yellow Carpet	Mystery Gift

# TECHNICAL MACHINE LIST

TM	Ability	Place	Price
01	Dynamicpunch	Cianwood City	
02	Headbutt	Ilex Forest/Goldenrod City	2,000
03	Curse	Celadon City	
04	Rollout	Route 35	
05	Roar	Route 32	
06	Toxic	Fuchsia City	
07	Zap Cannon	Power Plant	
08	Rock Smash	Route 36/Goldenrod City	1,000
09	Psych Up	Trade	
10	Hidden Power	Lake of Rage/Celadon City	3,000
11	Sunny Day	Goldenrod City/Celadon City	2,000
12	Sweet Scent	Route 34	
13	Snore	Dark Cave/MooMoo Farm	
14	Blizzard	Goldenrod City	COIN 5,500
15	Hyper Beam	Celadon City	COIN 7,500
16	Icy Wind	Mahogany Town	
17	Protect	Celadon City	3,000
18	Rain Dance	Slowpoke Well/Celadon City	2,000
19	Giga Drain	Celadon City	
20	Endure	Burned Tower	
21	Frustration	Goldenrod City	
22	Solarbeam	Route 27	
23	Iron Tail	Olivine City	
24	Dragonbreath	Dragon's Den	
25	Thunder	Goldenrod City	COIN 5,500

TM	Ability	Place	Price
26	Earthquake	Victory Road	
27	Return	Goldenrod City	
28	Dig	National Park	
29	Psychic	Saffron City/Celadon City	COIN 3,500
30	Shadow Ball	Ecruteak City	
31	Mud-Slap	Violet City	
32	Double Team	Celadon City	COIN 1,500
33	Ice Punch	Goldenrod City/Trade	3,000
34	Swagger	Lighthouse	
35	Sleep Talk	Goldenrod City	
36	Sludge Bomb	Route 43	
37	Sandstorm	Route 27/Celadon City	2,000
38	Fire Blast	Goldenrod City	COIN 5,500
39	Swift	Union Cave	
40	Defense Curl	Mt. Mortar	
41	Thunderpunch	Goldenrod City	3,000
42	Dream Eater	Viridian City	
43	Detect	Lake of Rage/Trade	
44	Rest	Ice Path	
45	Attract	Goldenrod City	
46	Thief	Mahogany Town	
47	Steel Wing	Rock Tunnel/Route 28	
48	Fire Punch	Goldenrod City	3,000
49	Fury Cutter	Azalea Town	
50	Nightmare	Route 31	

# HIDDEN MACHINE LIST

HM	Ability	Place
01	Cut	Ilex Forest
02	Fly	Cianwood City
03	Surf	Ecruteak City
04	Strength	Olivine City

HM	Ability	Place
05	Flash	Sprout Tower
06	Whirlpool	Rocket Hideout
07	Waterfall	Ice Path

## ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Absorb	GRS	20	100	20	Restores your HP equal to half the damage caused to opponent	
Acid	PSN	40	100	30	10% chance of lowering defensive power by one level	
Acid Armor	PSN	-	-	40	Raises your defensive power by two levels	
Aeroblast	FLY	100	95	5	Good chance for a Critical Hit	
Agility	PSY	-	-	30	Raises your speed by 2 levels	
Amnesia	PSY	-	-	20	Raises your special defense by 2 levels	
Ancient Power	RCK	60	100	5	10% chance all abilities will rise one level	
Attract	NRM	-	100	15	50% chance of preventing opponent of opposite sex from attacking	TM 45
Aurora Beam	ICE	65	100	20	10% chance of lowering opponent's attack power by one level	
Barrage	NRM	15	85	20	Attack 2-5 times consecutively in one turn	
Barrier	PSY	-	-	30	Raises your defensive power by two levels	
Baton Pass	NRM	-	-	40	Allows you to switch to another Pokémon during battle.	
Beat Up	DRK	10	100	10	Attack opponent a number of times equal to your number of healthy Pokémon	
Belly Drum	NRM	-	-	10	Raises attack power to maximum, and lowers HP by half	
Bide	NRM	-	100	10	Damage received is doubled and shot back at opponent for 2-3 turns	
Bind	NRM	15	75	20	Prevents escape, attacks opponent continuously for 2-5 turns	
Bite	DRK	60	100	25	10% chance of making opponent back off	
Blizzard	ICE	120	70	5	30% chance of freezing opponent	TM 14
Body Slam	NRM	85	100	15	30% chance of paralyzing opponent	
Bone Club	GRD	65	85	20	10% chance of making opponent back off	
Bone Rush	GRD	25	80	10	Attack 2-5 times in a row in one turn	
Bonemerang	GRD	50	90	10	Attack twice in a row in one turn	
Bubble	WTR	20	100	30	10% chance of lowering opponent's speed by one level	
Bubblebeam	WTR	65	100	20	10% chance of lowering opponent's speed by one level	
Charm	NRM	-	100	20	Lowers opponent's attack power by two levels	
Clamp	WTR	35	75	10	Prevents escape, continuously attacks for 2-5 turns	
Comet Punch	NRM	18	85	15	Attack 2-5 times consecutively in one turn	
Confuse Ray	GHO	-	100	10	Confuses an opponent	
Confusion	PSY	50	100	25	10% chance of confusing an opponent	
Constrict	NRM	10	100	35	10% chance of lowering opponent's speed by one level	
Conversion	NRM	-	-	30	Changes your type into one of your attack types	
Conversion 2	NRM	-	100	30	Change your type into one that your opponent's attack is weak against	
Cotton Spore	GRS	-	85	40	Lowers opponent's speed by two levels	
Counter	FTG	-	100	20	Attack turn will be second, but doubles opponent's damage and shoots it back	
Crabhammer	WTR	90	85	10	Good Chance for a Critical Hit	
Cross Chop	FTG	100	80	5	Good chance for a Critical Hit	
Crunch	DRK	80	100	5	20% chance of lowering opponent's special defense power by one level	
Curse	GHO	-	-	10	If a Ghost-type uses it, HP is lowered by 1/2 and opponent's HP drops every turn	TM 03
Cut	NRM	50	95	30	Normal attack/Cut down small trees	HM 01
Defense Curl	NRM	-	-	40	Raises defense by one level	TM 40
Destiny Bond	GHO	-	-	5	If Pokémon that uses this faints, opponent also faints	
Detect	FTG	-	-	5	Wards off attacks for one turn, success rate falls if used continuously	TM 43
Dig	GRD	60	100	10	On first turn digs in ground, attacks on second turn/escape from inside areas	TM 28
Disable	NRM	-	55	20	Opponent cannot use most recent attack for a number of turns	
Dizzy Punch	NRM	70	100	10	20% chance of confusing opponent	
Double Kick	FTG	30	100	30	Attacks twice in a row during one turn	
Double Team	NRM	-	-	15	Raises your evasion by one level	TM 32
Double-edge	NRM	120	100	15	You receive 1/4 of the damage caused to opponent	

Special Attack

Physical Attack

# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Double Slap	NRM	15	85	10	Attack 2-5 times in a row in one turn	
Dragon Rage	DRG	-	100	10	Causes 40 points damage regardless of type or ability	
Dragonbreath	DRG	60	100	20	30% chance of paralyzing opponent	TM 24
Dream Eater	PSY	100	100	15	While opponents sleep, steal HP equal to half the damage caused	TM 42
Drill Peck	FLY	80	100	20	Normal attack	
Dynamicpunch	FTG	100	50	5	If attack hits, opponent will be confused	TM 01
Earthquake	GRD	100	100	10	Normal attack	TM 26
Egg Bomb	NRM	100	75	10	Normal attack	
Ember	FIR	40	100	25	Burns opponent	
Encore	NRM	-	100	5	Forces opponent to use the attack it used most recently 2-6 times	
Endure	NRM	-	-	10	Even if hit you'll be left with one HP, rate of success drops if used continuously	TM 20
Explosion	NRM	250	100	5	After using it, you will faint	
Extreme Speed	NRM	80	100	5	Always strikes first	
Faint Attack	DRK	60	-	20	Attack will always hit	
False Swipe	NRM	40	100	40	Always leaves opponent with 1HP	
Fire Blast	FIR	120	85	5	10% chance of burning opponent	TM 38
Fire Punch	FIR	75	100	15	10% chance of burning opponent	TM 48
Fire Spin	FIR	15	70	15	Prevents escape/Attack continuously for 2-5 turns	
Fissure	GRD	-	30	5	Opponents faint in one shot if hit	
Flail	NRM	-	100	15	The lower your remaining HP, the more damage caused to opponent	
Flame Wheel	FIR	60	100	25	10% chance of burning opponent, ice is melted if opponent is frozen	
Flamethrower	FIR	95	100	15	10% chance of burning opponent	
Flash	NRM	-	70	20	Lowers an opponent's accuracy one level/lights up dark places	HM 05
Fly	FLY	70	95	15	Fly up on first turn, attack on second/fly back to places you already visited	HM 02
Focus Energy	NRM	-	-	30	Attack used following this will have a good chance for a Critical Hit	
Foresight	NRM	-	100	40	Returns evasion rate to normal, Normal- and Fighting-types hit Ghost-types	
Frustration	NRM	-	100	20	Power of attack increases based on attachment of Pokémon to its Trainer	TM 21
Fury Attack	NRM	15	85	20	Attack 2-5 times in a row in one turn	
Fury Cutter	BUG	10	95	20	Power of attack doubles every time it's used until you miss	TM 49
Fury Swipes	NRM	18	80	15	Attack 2-5 times in a row in one turn	
Future Sight	PSY	80	90	15	Attacks opponent after 2 turns	
Giga Drain	GRS	60	100	5	Restores your HP equal to half of the damage caused to opponent	TM 19
Glare	NRM	-	75	30	Paralyzes opponent	
Growl	NRM	-	100	40	Lowers opponent's attack power by one level	
Growth	GRS	-	-	40	Raises your special attack by one level	
Guillotine	NRM	-	30	5	If attack hits, opponent will be defeated by one hit	
Gust	FLY	40	100	35	Normal attack	
Harden	NRM	-	-	30	Raises your defensive power by one level	
Haze	ICE	-	-	30	Recovers your and opponent's abilities to normal	
Headbutt	NRM	70	100	15	30% chance of making an opponent back off /shakes trees	TM 02
Heal Bell	NRM	-	-	5	Cures all your Pokémon of bad conditions	
Hi Jump Kick	FTG	85	95	20	If attack misses, receive 1/8 of damage it would have caused	
Hidden Power	NRM	-	100	15	Power and attack type vary depending on the Pokémon that uses it	TM 10
Horn Attack	NRM	65	100	25	Normal attack	
Horn Drill	NRM	-	30	5	One hit will make opponent faint	
Hydro Pump	WTR	120	80	5	Normal attack	
Hyper Beam	NRM	150	90	5	Pokémon can't attack on next turn	TM 15
Hyper Fang	NRM	80	90	15	10% chance of making an opponent back off	
Hypnosis	PSY	-	60	20	Makes opponent fall asleep	
Ice Beam	ICE	95	100	10	10% chance of freezing opponent	

## ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Ice Punch	ICE	75	100	15	10% chance of freezing an opponent	TM 33
Icy Wind	ICE	55	95	15	If attack hits it lowers opponent's speed by one level	TM 16
Iron Tail	STL	100	75	15	30% chance of lowering opponent's defense one level	TM 23
Jump Kick	FTG	70	95	25	If attack misses, receive 1/8 of damage that it would have caused	
Karate Chop	FTG	50	100	25	Good chance for a Critical Hit	
Kinesis	PSY	-	80	15	Lowers opponent's accuracy by one level	
Leech Life	BUG	20	100	15	Restores your HP equal to half of the damage caused to opponent	
Leech Seed	GRS	-	90	10	Steals HP and restores your HP on every turn, even if Pokémon is substituted	
Leer	NRM	-	100	30	Lowers opponent's defense by one level	
Lick	GHO	20	100	30	30% chance of paralyzing opponent	
Light Screen	PSY	-	-	30	Special attack damage halved for 5 turns, even for substituted Pokémon	
Lock-on	NRM	-	100	5	Attack on next turn will always hit	
Lovely Kiss	NRM	-	75	15	Makes an opponent sleep	
Low Kick	FTG	50	90	20	30% chance of making an opponent back off	
Mach Punch	FTG	40	100	30	Always strikes first	
Magnitude	GRD	-	100	30	Changes base attack power to 10, 30, 50, 70, 90, 110 or 150	
Mean Look	NRM	-	100	5	Opponent cannot escape while the Pokémon that used it is in battle	
Meditate	PSY	-	-	40	Raises your attack power by one level	
Mega Drain	GRS	40	100	10	Restores HP equal to half of damage caused by opponent	
Mega Kick	NRM	120	75	5	Normal attack	
Mega Punch	NRM	80	85	20	Normal attack	
Megahorn	BUG	120	85	10	Normal attack	
Metal Claw	STL	50	95	35	10% chance of raising your attack power by one level	
Metronome	NRM	-	-	10	Randomly uses an attack from entire repertoire	
Milk Drink	NRM	-	-	10	Restores half of HP/splits 1/5 of HP among your other Pokémon	
Mimic	NRM	-	100	10	Copies opponent's attack and uses it during that battle, must attack second	
Mind Reader	NRM	-	100	5	Next attack will always hit	
Minimize	NRM	-	-	20	Raises your evasion by one level	
Mirror Coat	PSY	-	100	20	Your attack will be second, double opponent's special attack power and shoot it back	
Mirror Move	FLY	-	-	20	Uses same attack opponent did	
Mist	ICE	-	-	30	Keeps attacks that lower abilities from working	
Moon Light	NRM	-	-	5	Restores HP/effect depends on the time of day	
Morning Sun	NRM	-	-	5	Restores HP/effect depends on the time of day	
Mud-Slap	GRD	20	100	10	Lowers opponent's accuracy by one level	TM 31
Night Shade	GHO	-	100	15	Causes damage equal to your level, regardless of type or ability	
Nightmare	GHO	-	100	15	Gives an opponent nightmares, works only when opponent is asleep	TM 50
Octazooka	WTR	65	85	10	50% chance of lowering opponent's accuracy by one level	
Outrage	DRG	90	100	15	Attack continuously for 2-3 turns, become confused once effects wear off	
Pain Split	NRM	-	100	20	Combines your HP with opponent's HP and splits them between you	
Pay Day	NRM	40	100	20	After a battle receive money equal to (your level) x (number of attacks) x 2	
Peck	FLY	35	100	35	Normal attack	
Perish Song	NRM	-	-	5	Both Pokémon faint after 3 turns, substitution cancels the effect	
Petal Dance	GRS	70	100	20	Attack for 2-3 turns in a row, become confused once it wears off	
Pin Missile	BUG	14	85	20	Attack 2-5 times in a row in one turn	
Poison Gas	PSN	-	55	40	Poisons an opponent	
Poison Sting	PSN	15	100	35	30% chance of poisoning an opponent	
Poisonpowder	PSN	-	75	35	Poisons an opponent	
Pound	NRM	40	100	35	Normal attack	
Powder Snow	ICE	40	100	25	10% chance of freezing an opponent	
Present	NRM	-	90	15	May cause damage of 40, 80, 120 or may restore HP by 80	
Protect	NRM	-	-	10	Wards off opponent's attack for one turn, success rate falls if used continuously	TM 17

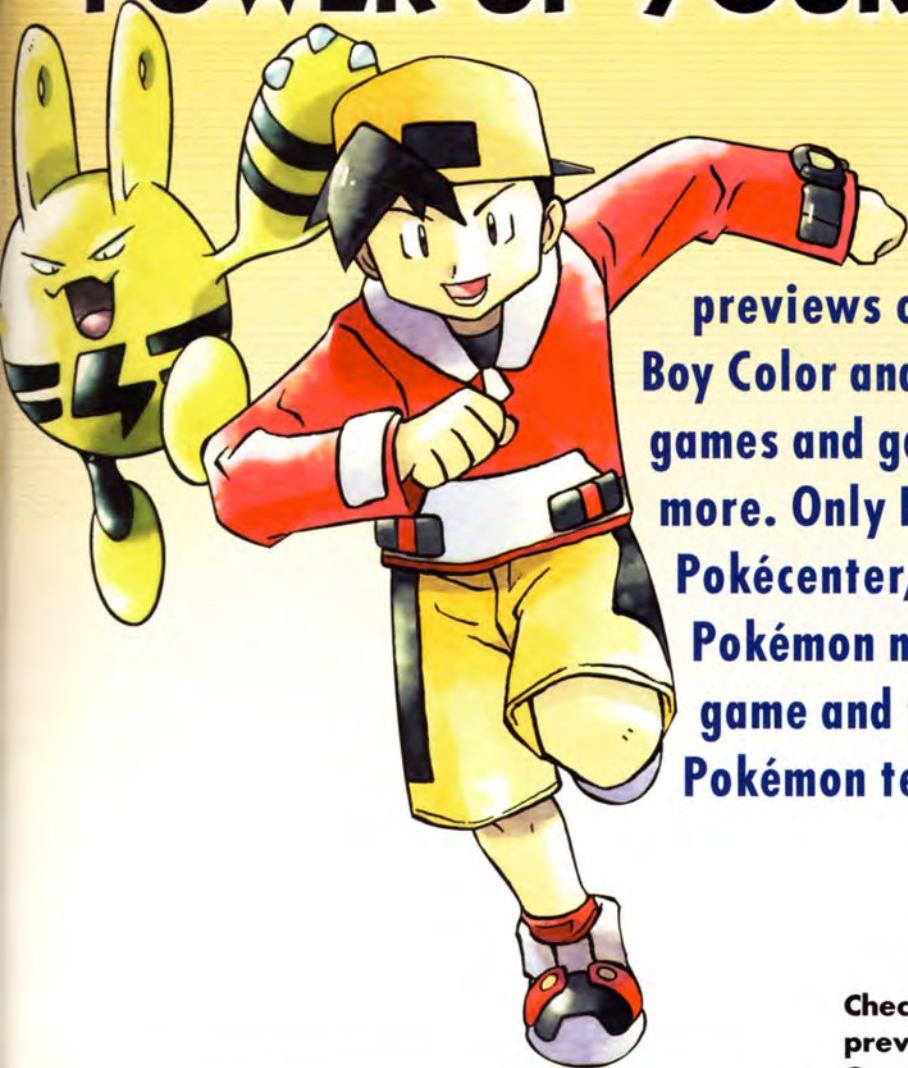
# ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Psybeam	PSY	65	100	20	10% chance of confusing an opponent	
Psych Up	NRM	-	-	10	The helpful attacks your opponent uses also help you	TM 09
Psychic	PSY	90	100	10	10% chance of lowering opponent's special defense power by one level	TM 29
Psywave	PSY	-	80	15	Power changes randomly—minimum value is one, maximum is your level x 1.5	
Pursuit	DRK	40	100	20	Double damage to Pokémon if withdrawn while attack is in effect	
Quick Attack	NRM	40	100	30	Always attacks first	
Rage	NRM	20	100	20	If used consecutively, attack power increases when opponent's attack hits	
Rain Dance	WTR	-	-	5	Raise Water-type attack power for 5 turns	TM 18
Rapid Spin	NRM	20	100	40	Escape from attacks multiple turns	
Razor Leaf	GRS	55	95	25	Good chance for a Critical Hit	
Razor Wind	NRM	80	75	10	Good chance for a Critical Hit	
Recover	NRM	-	-	20	Restores half of your maximum HP	
Reflect	PSY	-	-	20	Damage from attacks cut in half for 5 turns, even if Pokémon are substituted	
Rest	PSY	-	-	10	Restores all HP but puts you to sleep for 2 turns	TM 44
Return	NRM	-	100	20	Power of attack increases with level of attachment of Pokémon to you	TM 27
Reversal	FTG	-	100	15	The lower your remaining HP, the more damage it causes	
Roar	NRM	-	100	20	Ends battle with wild Pokémon, forces substitution in Trainer battle	TM 05
Rock Slide	RCK	75	90	10	30% chance of making an opponent back off	
Rock Smash	FTG	20	100	15	50% chance of lowering opponent's defense by one level/breaks rocks	TM 08
Rock Throw	RCK	50	90	15	Normal attack	
Rolling Kick	FTG	60	85	15	30% chance of making an opponent back off	
Rollout	RCK	30	90	20	Attacks continuously for 5 turns with increasing damage/ends if attack misses	TM 04
Sacred Fire	FIR	100	95	5	50% chance of burning an opponent	
Safeguard	NRM	-	-	25	Prevents poison attacks for 5 turns, even if Pokémon are substituted	
Sandstorm	RCK	-	-	10	Causes damage to both Pokémon every turn, not Rock-, Steel- or Ground-types	TM 37
Sand-Attack	GRD	-	100	15	Lowers opponent's accuracy by one level	
Scary Face	NRM	-	90	10	Lowers opponent's speed by 2 levels	
Scratch	NRM	40	100	35	Normal attack	
Screech	NRM	-	85	40	Lowers opponent's defense by 2 levels	
Seismic Toss	FTG	-	100	20	Causes damage equal to your level, regardless of ability	
Selfdestruct	NRM	200	100	5	After using, you will faint	
Shadow Ball	GHO	80	100	15	20% chance of lowering an opponent's special defense by one level	TM 30
Sharpen	NRM	-	-	30	Raises your attack power by one level	
Sing	NRM	-	55	15	Makes an opponent sleep	
Sketch	NRM	-	-	1	Replaces itself with the opponent's last attack, which remains after the battle	
Skull Bash	NRM	100	100	15	Builds up for one turn, attacks on second, defense increased by one level	
Sky Attack	FLY	140	90	5	Builds up for one turn and attacks on second, good chance for a Critical Hit	
Slam	NRM	80	75	20	Normal attack	
Slash	NRM	70	100	20	Good chance for a Critical Hit	
Sleep Powder	GRS	-	75	15	Puts opponent to sleep	
Sleep Talk	NRM	-	-	10	Attack randomly while sleeping	TM 35
Sludge	PSN	65	100	20	30% chance of poisoning an opponent	
Sludge Bomb	PSN	90	100	10	30% chance of poisoning an opponent	TM 36
Smog	PSN	20	70	20	40% chance of poisoning an opponent	
Smokescreen	NRM	-	100	20	Lowers opponent's accuracy by one level	
Snore	NRM	40	100	15	30% chance of making an opponent back off, but you must be asleep	TM 13
Softboiled	NRM	-	100	10	Restores half HP/gives 1/5 of Chansey's HP to another of your Pokémon	
Solarbeam	GRS	120	100	10	Build up for one turn and attack on the second	TM 22
Sonicboom	NRM	-	90	20	Causes 20 points of damage regardless of type or ability	
Spark	ELC	65	100	20	30% chance of paralyzing opponent	
Spider Web	BUG	-	100	10	Prevents escape/prevents substitutions in Trainer battles	

## ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Spike Cannon	NRM	20	100	15	Attack 2-5 times consecutively in one turn	
Spikes	GRD	-	-	20	Causes damage every time opponent substitutes a Pokémon	
Spite	GHO	-	100	10	Lowers PP of opponent's last attack by 2-5	
Splash	NRM	-	-	40	No effect	
Spore	GRS	-	100	15	Makes an opponent sleep	
Steel Wing	STL	70	90	25	10% chance of raising your defensive power	TM 47
Stomp	NRM	65	100	20	30% chance of making an opponent back off	
Strength	NRM	80	100	15	Normal attack/moves rocks	HM 04
String Shot	BUG	-	95	40	Lowers opponent's speed by one level	
Struggle	NRM	50	100	1	If used once all PP points are gone, you receive 1/4 of opponent's damage	
Stun Spore	GRS	-	75	30	Paralyzes opponent	
Submission	FTG	80	80	25	Receive 1/4 of damage caused to opponent	
Substitute	NRM	-	-	10	Uses 1/4 of maximum HP value and creates a decoy to take damage	
Sunny Day	FIR	-	-	5	Raises power of Fire-type attacks for 5 turns	TM 11
Super Fang	NRM	-	90	10	Knocks opponent's HP to half	
Supersonic	NRM	-	55	20	Confuses an opponent	
Surf	WTR	95	100	15	Normal attack/can move across water	HM 03
Swagger	NRM	-	90	15	Confuses an opponent but raises its attack by 2 levels	TM 34
Sweet Kiss	NRM	-	75	10	Confuses an opponent	
Sweet Scent	NRM	-	100	20	Lowers an opponent's ability to evade by 1 level/makes wild Pokémon appear	TM 12
Swift	NRM	60	-	20	Attack will always hit	TM 39
Swords Dance	NRM	-	-	30	Raises your attack power by 2 levels	
Synthesis	GRS	-	-	5	Restores HP/effects depend on time of day	
Tackle	NRM	35	95	35	Normal attack	
Tail Whip	NRM	-	100	30	Lowers opponent's defensive power by one level	
Take Down	NRM	90	85	20	Receive 1/4 of damage caused to opponent	
Teleport	PSY	-	-	20	Can escape from wild battles/Go to the last Pokémon Center you visited	
Thief	DRK	40	100	10	Steals wild Pokémon's item/normal attack if it's not holding an item	TM 46
Thrash	NRM	90	100	20	Attack for 2-3 turns successively, become confused once effects wear off	
Thunder	ELC	120	70	10	30% chance of paralyzing an opponent	TM 25
Thunder Wave	ELC	-	100	20	Paralyzes an opponent	
Thunderbolt	ELC	95	100	15	10% chance of paralyzing an opponent	
Thunderpunch	ELC	75	100	15	10% chance of paralyzing an opponent	TM 41
Thundershock	ELC	40	100	30	10% chance of paralyzing an opponent	
Toxic	PSN	-	85	10	Poisons an opponent, damage increases each turn	TM 06
Transform	NRM	-	-	10	Change to same Pokémon as opponent with same attacks, all PP at 5	
Tri Attack	NRM	80	100	10	20% chance of either freezing, burning or paralyzing an opponent	
Triple Kick	FTG	10	90	10	Attacks 3 times in a row, damage increases each time	
Twineedle	BUG	25	100	20	Attacks twice in a row during one turn, 20% chance of poisoning opponent	
Twister	DRG	40	100	20	20% chance of making an opponent back off	
Vicegrip	NRM	55	100	30	Normal attack	
Vine Whip	GRS	35	100	10	Normal attack	
Vital Throw	FTG	70	100	10	Independent of speed, attack turn will be second but a sure hit	
Water Gun	WTR	40	100	25	Normal attack	
Waterfall	WTR	80	100	15	Normal attack/can climb up waterfalls	HM 07
Whirlpool	WTR	15	70	15	Prevents escape, continuously attack for 2-5 turns/can cross over whirlpools	HM 06
Whirlwind	NRM	-	100	20	Ends battles with wild Pokémon, forces substitution in Trainer battles	
Wing Attack	FLY	60	100	35	Normal attack	
Withdraw	WTR	-	-	40	Raises your defensive power by one level	
Wrap	NRM	15	85	20	Prevents escape and lets you attack continuously for 2-5 turns	
Zap Cannon	ELC	100	50	5	If you hit an opponent it will always be paralyzed	TM 07

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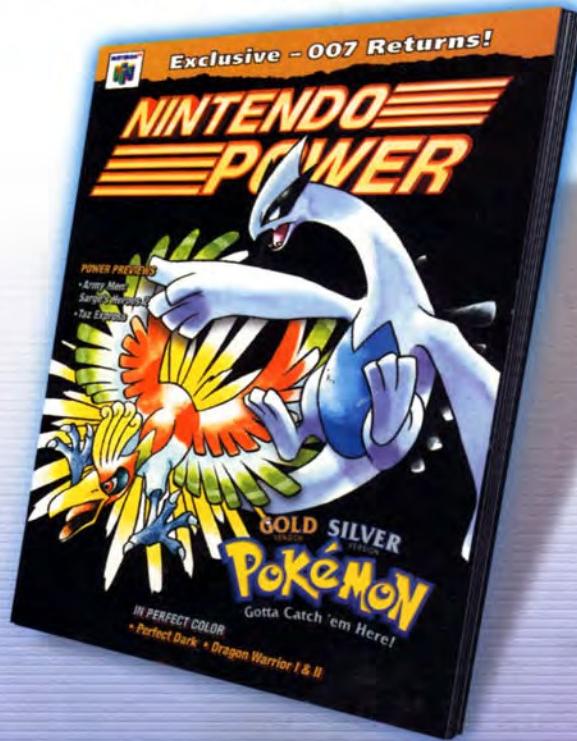


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